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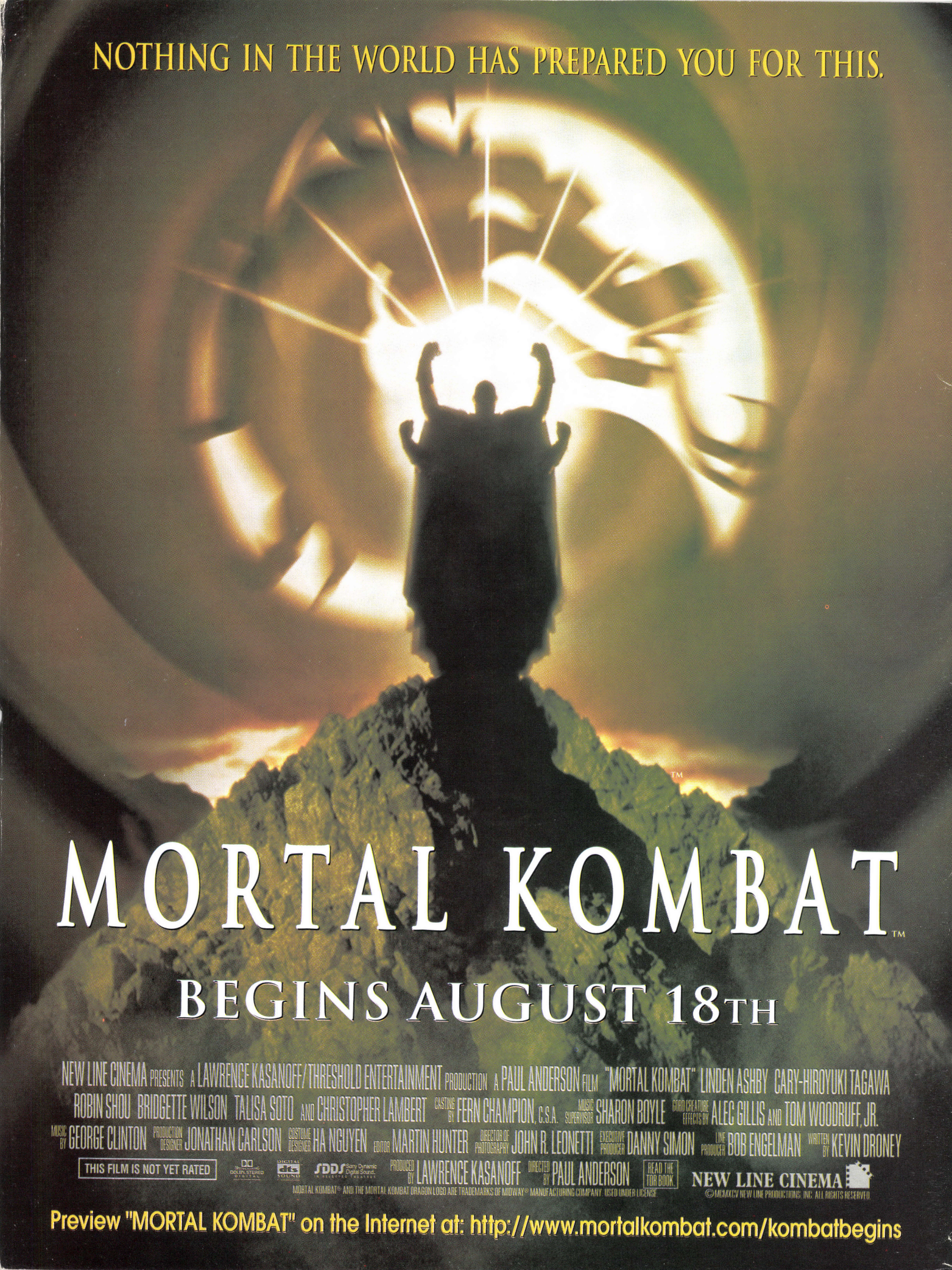
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INPUT

GAMES COST TOO MUCH MONEY

Why is the average video game priced between 50 and 80 dollars? Video games are not an impulse purchase like perhaps a $15 video tape.

They could be.

With the advent of the next generation platforms, all of the major game companies except Nintendo will be selling their games on a CD. Now, it costs a mere 57¢ to manufacture a CD; add another couple of dollars for packaging and shipping and you've got a game that really costs less than $10 to make. Lower prices would be a good thing for the games industry as a whole; they could expand the installed base of whatever hardware manufacturer chooses to price its games reasonably.

I don't think anyone would mind paying $400 for a game system if they knew they could get games for twenty bucks. If new games were priced at $19.95, wouldn't you buy more games more often? You might even try a title that you're unfamiliar with if the price were right. Lower software prices would encourage a wider audience to get interested in games as a form of entertainment.

This editorial should really be an open letter to Tom Kalinskie of Sega, Steve Race of Sony Computer Entertainment, Howard Lincoln of Nintendo of America, Trip Hawkins of the 3DO Company and Sam Tramiel of Atari Corporation. These are the guys who decide how much it will ultimately cost to make a video game. Each company charges its third-party licensees a fee for the right to produce games for their system. The thing that really kills the third-party game companies is that $4 to $10 licensing fee; add in the cost of manufacturing and there is no way that a game could be priced lower than $40 and make a profit.

Consider this: Movies like *The Lion King* and *Forrest Gump* will sell over 10 million copies on video tape this year. Heck, you can't even go into a grocery store without seeing a display stacked with copies of the latest video for 15 bucks. The last game to sell over 10 million copies on one platform was *Super Mario 3* for the NES. Would more people buy video games if they were priced less? The answer is, of course, yes. Sure, VCRs may cost several hundred bucks, but if the videos are cheap, people are willing to pay more for the hardware. While the largest installed base for any game console system stands at around 30 million, VCRs are a common household item with more than 100 million units in the U.S. alone. A game system with an installed base of over 100 million would be like a revolution.

Of course, film companies can afford to sell their movies on video for $20 since they've already made their money at the box office. Well, haven't games like *Mortal Kombat 3* and *Killer Instinct* already made their money at the arcades?

Here's my advice to Tom, Steve, Howard, Trip and Sam: Lower your licensing fee or get rid of it altogether. Make it easier for your third-party game developers to produce software at a lower cost. One solution may be to lower the license fee to a more reasonable $2, then lower it again after a certain number of units are sold. If a game company sells over a million units, they shouldn't have to pay a fee after the first million. This would encourage third party companies to spend more money on marketing to sell large numbers.

I'm told that when Nintendo's Ultra 64 is released, the games will be priced between $80 and $85. That's ridiculous. The company that chooses to take a leadership role and assist third-party game companies by helping to lower the overall cost of games will win the platform war. What do you think?

—Chris Gore, Editor in Chief

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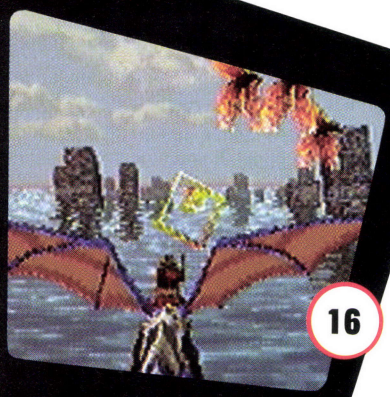
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Plus: *Champions of Combat, Martial Masters, X-Band* and more!

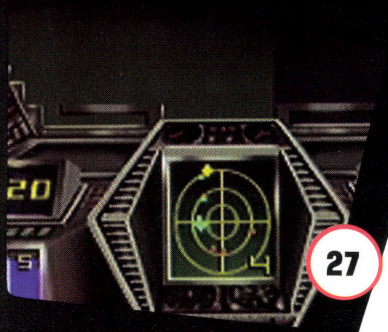


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Impress your friends. Know the right moves.

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Be the local *MK3* expert. Updated moves list with new fatalities, animalities, friendship moves and codes.

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Electronic Entertainment Expo
New games! New systems!

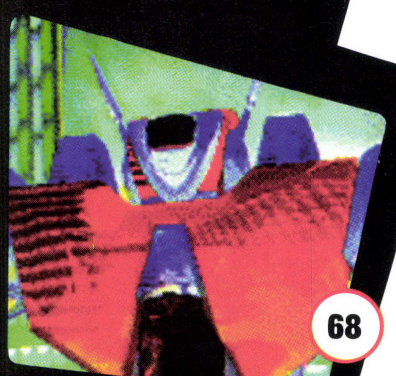


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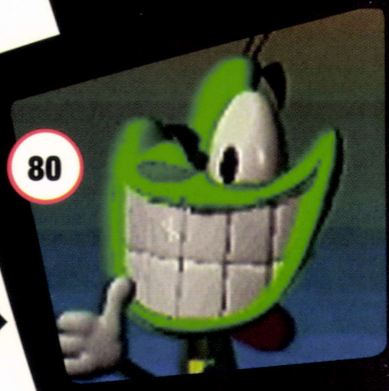
















PRESS START

HE'S AN EARTHWORM, FOLKS!

Earthworm Jim Cartoon To Premiere This Fall on WB Kids' Network



You know him, you love him, you worship him. If you own a Genesis or a Super NES, you've probably spent hours upon endless hours trying to guide him through adventures in New Junk City or the planet Heck. His name is Earthworm Jim and—like all good characters—he's going to get the chance to be the star of his very own animated TV series this fall on the Warner Brothers Kids' network.

Created by Doug TenNapel, Earthworm Jim made a big splash among game fans last year in his videogame debut, and it's easy to see why. He was definitely the most original character to make his way onto the two major platforms in a long while, and he was supported by a hilarious cast of supporting characters, incredible graphics and gameplay and a sick sense of humor, courtesy of those wacky guys at Shiny Entertainment. But we don't need to tell you this, right? Courtesy of Shiny, Warner Bros. and the animators at Universal Cartoon Studios, Jim and his cohorts are coming to animated life on September 9th, 1995.



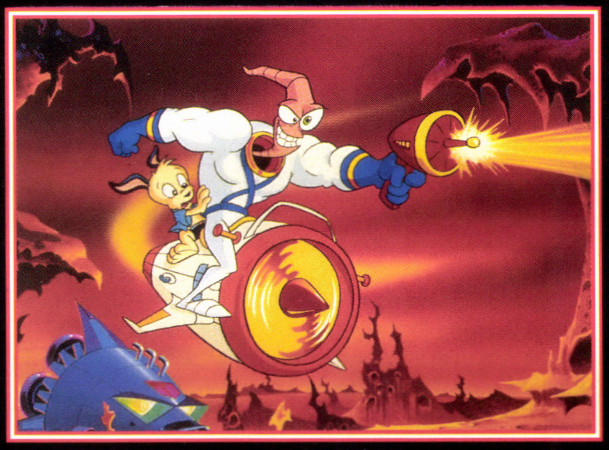
Earthworm Jim's Wacky creators.

Unlike most cartoons based on video games, *Earthworm Jim* looks like it's actually going to be *good*, for gosh sakes. The main problem with most of its game-to-cartoon predecessors was the fact that the source material animators and writers had to work with wasn't exactly the stuff that classic 'toons are made of. (Remember the *Pole Position* cartoon? We didn't think so.) Jim, on the other hand, comes complete with a full backstory packed with excitement, mutations, unrepentantly nasty villains and even a love story for all of us sentimental saps. In case you're unfamiliar with the tale, check out our convenient sidebar for all the juicy details.

The cartoon series is being created with all the loving care of a good homemade apple pie. In addition to the animation by Universal Cartoon Studios and Shiny

Entertainment, the characters are being voiced by first-rate voice actors. Jim is given life by one of the most well recognized voice actors on the planet, Dan Castellaneta, the man who, yes, *is* Homer Simpson. Other recognizable voices include Andrea Martin from television's *SCTV* as the Queen, John Kassir (the voice of the Crypt Keeper on HBO's *Tales From The Crypt*) as Snott and Henchrat, and Kath Soucie, who currently can be heard on Nickelodeon's *Rugrats*, as the voice of Princess What's-Her-Name.

With the TV series all ready to go and a line of cool action figures by Playmates preparing to invade your local toy store, it looks as if David Perry and the rest of Shiny Entertainment don't have anywhere else to go. Wrong! You asked for it and you're going to get it: *Earthworm Jim 2*. Check out our preview section for a sneak peek and be sure to check out Jim's animated adventures this fall. 1995 is The Year Of The Worm.



Blast away Jim!



Jim saves the princess.



These action figures will be the hottest toys at Christmas!

The Tale of a Lowly Worm

Jim was once nothing but a humble earthworm who wanted nothing out of life but a piece of dirt to chew. Unbeknownst to him, forces were conspiring to mutate him into an interstellar super hero. On a faraway planet, Queen Slug-For-A-Butt had commissioned Professor Monkey-For-A-Head (an evil genius who actually grafted the body of a monkey onto his head) to make a super power suit to augment her power and make her all-powerful. Unfortunately for the queen (but luckily for the universe) the suit accidentally fell to Earth on its way to her, landing on Jim and changing him to what he is today: a superhero with a heart of gold. It's Jim's destiny to protect the universe from the evil machinations of Queen Slug-For-A-Butt, Evil The Cat from Heck, Psy-Crow, and Bob, the most fiendishly intelligent fish in the Universe.

Jim's not without his own team, though. Joining him on his crusade is the beautiful Princess What's-Her-Name, who's trying to get her rightful throne back from her evil, disgusting twin sister; Peter Puppy, whose cute appearance doesn't hint at the beast within, and Snott, a loveable little green blob.

More WB Cartoons For Your Enjoyment

Here's a look at the other new cartoons premiering this fall on the WB Kids' network.



Pinky & The Brain
Animaniacs fans rejoice! This duo of megalomanical mice have gotten their own show. Every week, you'll be able to see a half-hour of Pinky & the Brain's attempts to take over the world. Maybe one of these days they'll actually succeed.



Freakazoid!
Douglas Dexter was just a shy teen (aren't all budding superheroes?) who was in the wrong place at the right time and got super powers as a result. This wacky series is a perfect companion to *Earthworm Jim*, due to its cast of misfit characters (including Hero Boy, the Lawn Gnomes, and Mo-Ron, a dimwit from outer space) and its crazy humor. Sounds like a cross between the *Madman* comics and *The Tick*.



The Sylvester & Tweety Mysteries
Sylvester & Tweety meet *Scooby-Doo*, only it's better animated.

FIGHTING GAMES HIT THE BOOB-TUBE







For better or for worse, the popularity of one-on-one fighting games is finally being exploited by television producers. Set to air this fall, *Martial Masters* will be the first show to feature tournament-style duels between contestants representing eleven different disciples of the martial arts.

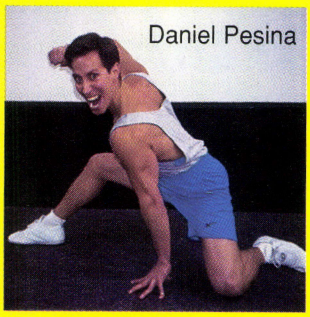
In a forum which looks to be a cross between *Mortal Kombat* and WWF professional wrestling, characters in goofy, brightly-colored outfits (including one guy decked out in sinister-looking cyborg accessories) will beat the tar out of one another in hopes of winning that episode's competition and coming one step closer to possessing the overall grand prize: A mysterious amulet known as the Dragon Star!



Because the producers of *Martial Masters* want it to air on network television, it's safe to assume the show steers clear of excessive blood and/or horrific finishing-type moves. Still, all of the actors involved are real-life experts in the martial arts they represent, so even though the results of the fights (as well as the plots and storylines) are pre-scripted, the combat scenes should be well-choreographed, realistic-looking and intense. *VideoGames* readers will be most interested to see series star Ho Sung Pak, who played Liu Kang in the original *Mortal Kombat* and *Mortal Kombat II*.



HEROES FOR HIRE

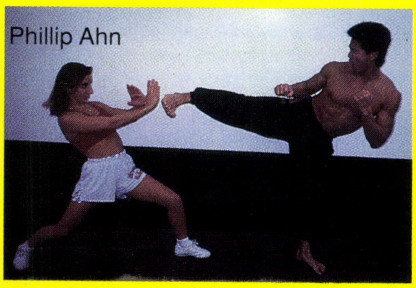

Daniel Pesina

Martial arts professional Daniel Pesina is an example of someone who saw a need and is working to fill it. He recently founded Champions of Combat, the world's first and only professional motion-capture actors' group. Video-game characters created utilizing real-life actors and actresses have already become par for the course in fighting and action games, and Pesina predicts that as these games continue to evolve, the need for combat-trained models with plenty of experience posing for computerization will greatly increase.

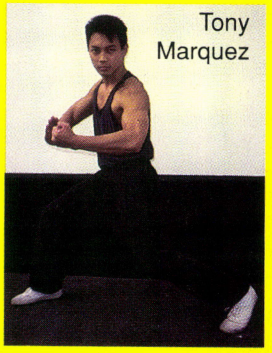
"It's always a good idea to consult with a martial artist when designing a [fighting] game," Pesina says. "If the game is supposed to look realistic, the characters need to be striking poses that are physically possible. If someone says they need a side kick, we can show them ten different ways to do that and make it look good."

Pesina is no stranger to fighting games; he portrayed a number of fighters in *Mortal Kombat* and *MK II* (most notably Johnny Cage and the Ninja characters) and more recently posed for *Thea Realm Fighters*, an upcoming game for the Atari Jaguar. Champions of Combat's 15 members also include *MK* veterans Tony Marquez (Kung Lao) and Phillip Ahn (Shang Tsung). Pesina hopes the group will eventually grow in size, but stresses that it takes a special type of martial artist to pose for video games. "Not everyone can do this," he says. "It takes a lot of patience, a lot of standing around in very specific poses. And there are still a lot of people who really just don't get what it is that we're trying to do."

Though most of Pesina's past experience has been based around photographing realistic looking—but ultimately two-dimensional—still poses, his group will also be available to help companies develop motion-capture games based around point-oriented "mapped" movement. By tracking specific points on a model's body and analyzing how they move from one position to another, computers are able to construct ultra-realistic three-dimensional movement skeletons which can be built up and manipulated in any way a programmer sees fit. Pesina is currently talking with a Japanese company about the possibility of choreographing video-game motion with this new technology.


Phillip Ahn

As well as posing for the games, Pesina and his crew have no reservations about donning their costumes to make live promotional appearances. "I think it's important for the kids playing these games to see the actual people involved," Pesina says. "It always gives them a thrill to see that we really can jump up and do ten kicks in midair, or whatever."


Tony Marquez

XBAND EXPANDS

New Price, New Keyboard and New Super NES Modem

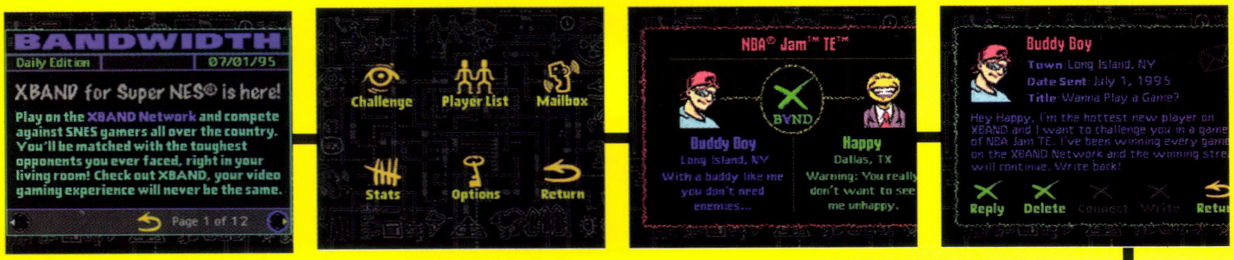
Regular *VIDEOGAMES* readers have heard us singing the praises of the XBand Video Game Modem since its creator, Catapult Entertainment, released the Genesis version in late 1994. By the time you read these words, the Super NES version will be on store shelves, allowing SNES owners to play existing two-player games like *Mortal Kombat II*, *NHL '95* and *NBA JAM Tournament Edition* over the phone lines.

We recently spoke with Konstantin Othmer and Chris Yerga from Catapult, who pointed out that the advanced graphic and audio capabilities of the SNES hardware allowed for an even better interface and menu system than the Genesis has. Some of the built-in features of the SNES modem—practicing your game while you wait for an opponent to be found, user-controlled switching between local and long-distance access, etc.—have been so popular with testers that the company plans to upgrade the Genesis modem's operating system to include them as well. As XBand users may know, Catapult has the ability to make such corrections to existing modems by transmitting new program code to be stored in the modem's battery-backed RAM whenever you hook up to the network. This "invisible" maintenance of the XBand service has proven to be one of its strongest suits; quite literally, you never know what to expect every time you dial up to challenge your next opponent.

To maximize the exposure of the XBand modem and network service, both the SNES and Genesis versions are being sold at a suggested retail price of $29.99. A new, less prohibitive pricing structure makes network connect time more affordable, and an "XBand Nationwide" program uses an 800 number and hourly flat rate to keep players in remote locations hooked up.

Additionally, the company has recently inked agreements with Blockbuster Video and the Sega Channel to really show off what the modems can do. Part of the Blockbuster campaign allows players to rent a modem with an XBand-supported game and a set amount of play credits for two nights; in our opinion, this kind of hands-on testing is what's really going to put XBand on the map.

The Genesis keyboard attachment was also close to completion at press time; with D-Pad arrows and action buttons on its surface, it plugs into the control pad sockets to allow players to use the XBand chat and mail functions more easily. Expect a suggested retail price in the $30 to $40 range. Then there's the PC version of XBand due before the end of the year…whew! We're running out of room on this page! Look to future issues of *VIDEOGAMES* for more XBand news; in the meantime, check out this issue's *Tips & Tricks* section for some cool XBand Genesis codes.



These screens from the SNES XBand interface may not give a clear picture of the improvements over the Genesis version, but the proof is in stores now.



Nintendo fans can now experience the wonders of connectivity with the new XBand modem for Super NES.

Yes, it's true; play any foe in the continental U.S. for just $3.95 per hour.

CATAPULT™

XBAND NATIONWIDE
ON-LINE VIDEO GAME COMPETITION FROM COAST TO COAST $3.95 PER HOUR

SOUNDBOARD

Dear *VideoGames*,

I was playing *Doom* for the 32X. When I was shooting, the screen went white and I received this message: *1:Erorr Z.Malloc*. What happened?

—Jon Valcq
Brandon, WI

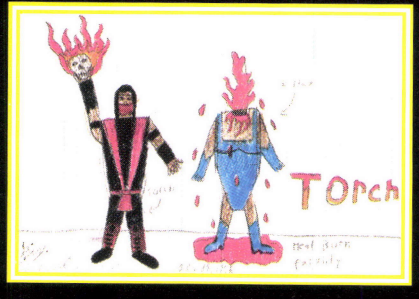
Congratulations! You found a super-secret level where the screen freezes and everything becomes really boring! (Actually, it was probably just a glitch in the program.)

Dear *VideoGames*,

I read that there's going to be a *Mortal Kombat 3*. I have been thinking about new characters for it. One of them is a person called Torch. But in truth, he is Kitana's father, who hasn't actually been killed. The reason I am telling you is because you probably know the *MK* staff better than I do. Please suggest it to them.

—Manuel Gomez
El Mirage, AZ

We do meet the MK *folks on a professional level from time to time. They are great guys, but we're in Los Angeles and they're in Chicago, so regular slumber parties are practically impossible. Still, they do read VideoGames, so they're likely to see your idea and picture right here on this page. One question, though; If Torch is Kitana's father, why did you draw a picture of him brutally murdering his own daughter?*



Dear Chris Gore,

Your magazine is now a giant glob of visual noise. It's hard to read your "reviews" because of the huge photos of the game that take up the page. And did your editors fail to grow up? Every issue they talk about their favorite cartoons. I like cartoons too, but come on! You're supposed to be adults, not little kids.

I miss the old crew—Andy, Chris B., Chris G., Mike and all the others.

—Robby Zacny
Munster, IN

OK, some of us are adults. We know this because we start to get hungry when we don't work, and because they won't let us into the kids' play area at Chuck E. Cheese anymore. But wait—you're saying that we can be adults and love video games, but we can't be adults and love cartoons? What bizarre logic system do you operate under? We also found it strange that you addressed the letter to Chris Gore, and then went on to complain about how you miss him. Check our staff box; Gore is still the Editor-in-Chief, and Chris Bieniek has been working for us since January of 1990!

Dear Super Nintendo,

I'm interested in becoming a video game programmer because I like electronic stuff. Once I took a video game apart to see what it looked like.

What courses do you have to take to become a video game programmer? Do the programmers think up the games? I would be extremely thankful if you could send me some information on this.

—Ryan J. Stein
Byron, NY

Lots of us have taken video games apart, Ryan. The real *test is whether or not you can put them back together. We're working on an article that will answer your questions about getting a job in the videogame industry. Look for it in the near future!*

To whom it may concern,

Heed my words, mortals. Thank your weak gods that I am a generous overlord. I will allow a few months to turn your magazines over to me and my Darkling Lords. Your games and young secretaries will be our playthings. Your vending machines will provide our meat and bread. Your water fountains are ours for the taking. My demonic minions have dwelt upon your world and dined upon your flesh for many weeks. If you obey properly and cower before us some among you may become my henchmen. Other video game magazines as well shall fall before us like frogs in a lawnmower. We shall rule the world. We want your head editor's brain as a trophy. I have spoken!

—Red Raven



Chris Gore would have happily given you his brain as a trophy, but he surrendered it to another Dungeons & Dragons*-overdosed lunatic last month. You'll have to settle for his heart.*

Dear *VideoGames*,

Here are some games. I'm bored of them so you can have them for free.

I want to know how to get a Duo. I've wanted one for a while, and if you could give me some information I would appreciate it.

The last thing I wanted to ask is how I can get a subscription to *DuoWorld*. Thank you for your time and effort.

—Brian McCarthy
Morrisville, PA

Well, Brian, we were certainly surprised to receive these five TurboGrafx-16 games. Next time you want to make a statement about the short play life of games, just send us a bunch of cash, okay? TurboGrafx stuff is hard to find these days, but you might have some luck finding a Duo if



you call TurboZone Direct at 1-800-DUO-THIS. DUOWORLD, unfortunately, has gone the way of the dinosaur.

It's a good thing Brian's envelope was heavily stamped—it was weighted with about $200 worth of TurboGrafx game cards.



To whom it may concern,

In your April '95 issue, you mentioned a "Sandman" character in the *Mortal Kombat 3* section. I was checking around and found Sandman doesn't exist. If he does, please print more information about him. I'm not trying to emphasize that this character is fake, but it sure seems that way.

—Bobby Higgins
Hale Center, TX

Bobby, you big dummy. As we explained at the time, the character was being referred to as "Sandman" only because he hadn't been officially named yet. He eventually became known as Kabal. Sorry to disappoint you. We think a MK3 *character based on the legendary Sandman would be pretty darned cool—one of his attacks could involve putting his opponents to sleep!*

Dear *VIDEOGAMES*,

In your April '95 issue, you ran a letter from the winner of your "Win Johnny Cage's Victory Jacket" contest. I really liked the jacket and was wondering if you know a store where I can buy one, or if you could tell me how to order one. I would be willing to pay just about anything, and it would mean a lot to me if you would print a response in your next issue.

—Paul Huckabee
Colonial Beach, VA

The jacket is made by Victory Sports Inc. of Saginaw, Michigan. You might still be able to order one by calling (800) 578-3513. We're happy that printing this response means so much to you; we sincerely enjoyed writing it.

Dear *VIDEOGAMES*,

I know, hardly any girls write to *VIDEOGAMES*. Or do they? Anyway, I saw your April issue, and I thought it was cool. Then I looked through it and saw the review of *MK3* and I thought it was really cool. The review just about blew me away. I spent almost all day reading the details, like the costumes, moves, designs and drawings. You're a great magazine, and I hope you publish a whole bunch more in years to come.

Can you send me a free copy of *MK3*? Oh, pleeeease?

—Adriana Parra
Dededo, Guam

Glad you liked the MK3 *coverage, Adriana. As you can probably guess from this month's Soundboard column, a lot of our readers are starving for any and all* MK *info, so we'll keep it coming. Sorry, but we don't have enough authority or wealth to give away* MK3 *machines. Maybe the folks at Midway would give you one if you asked really nicely. Heck, while you're at it, ask them if you can be president of the company.*



DAN'S DREAM GAME GALLERY

Back in the days when *Q*Bert* represented the ultimate in computer graphics, I spent almost all of my free time drawing video games. (I was only allowed to *play* ColecoVision for an hour each day.) I had reams of that graph paper with the really tiny squares, and I did my drawings as if each of those squares were a single sprite on the screen. Mostly, I'd invent my own games from the ground up, concocting characters, play strategies and sound effects in my head, and dreaming of the day when my magic-markered dream games would be brought to fully-programmed life.

I was convinced that my games could be so darned *amazing* if only someone would take the time to program and distribute them, but no one in the industry seemed to want the opinions of a snot-nosed little nerd like me. I sent my game plans to various video game companies, as well as all the major video game mags, but I don't think I got even a rejection letter from any of them. Boo-hoo!

Now that I work for *VIDEOGAMES*, I can finally get my revenge. (Well, sort of.) If anybody out there likes to draw games that don't exist except in your twisted little minds, send them to me and I'll run the best one I receive each month. You don't need to use graph paper, because graphics have evolved to the point where they aren't really limited by visible sprites anymore. The drawings should show what the entire screen would look like, backgrounds and all. And don't just do a sequel to an already-existing game, okay? That's boring.

Send your drawn "screen shot," a brief description of your dream game, and any other junk you might want to enclose to:

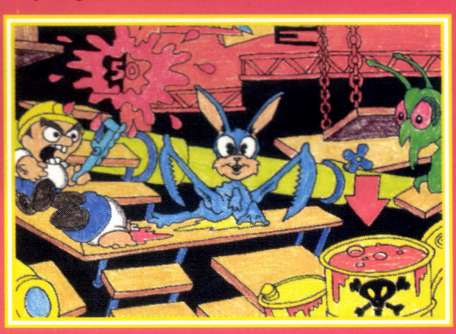
Dan's Dream Game Gallery
c/o *VIDEOGAMES*
9171 Wilshire Blvd.
Beverly Hills, CA 90210

Enclose a self-addressed, stamped envelope and your drawings will be returned. Good luck, you wanna-be game designers!

I'll start things off with my idea for a game:

Sickly Widdle Bunnies
by Dan Vebber, Los Angeles, CA

You play a cute little bunny, lost in a chemical processing plant and trying to escape to the outdoors. Every time you're exposed to toxic waste products, you're hideously mutated into a new form and you gain or lose various abilities!



PRESS START PRESS START PRESS START

VIRTUA COMICS

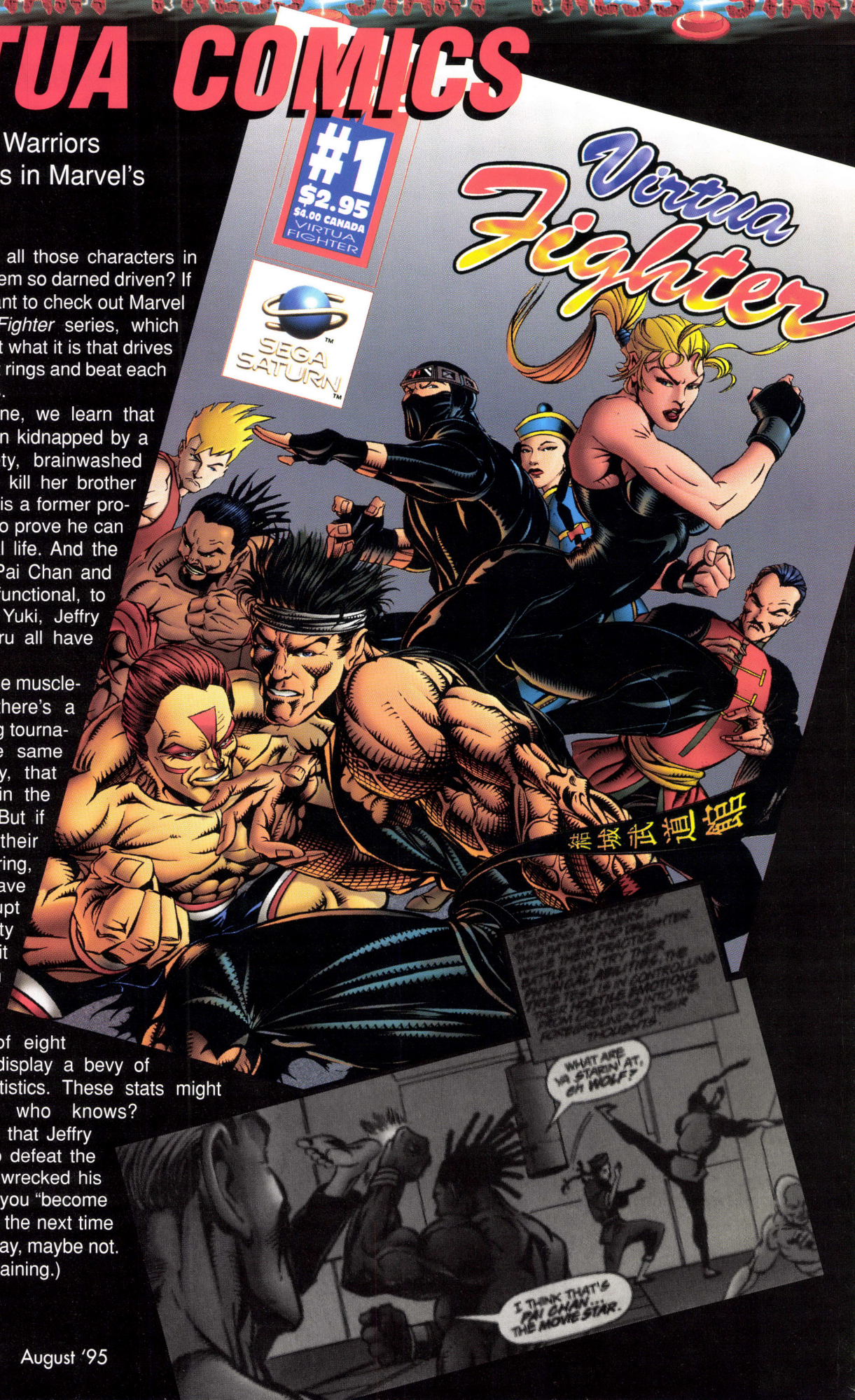
Sega's Polygon Warriors Get Personalities in Marvel's *Virtua Fighter*

Ever wonder why all those characters in *Virtua Fighter* seem so darned driven? If so, you might want to check out Marvel Comics' new *Virtua Fighter* series, which attempts to explain just what it is that drives people to enter combat rings and beat each other into bloody pulps.

In issue number one, we learn that Sarah Bryant has been kidnapped by a secret criminal society, brainwashed and reprogrammed to kill her brother Jacky. Wolf Hawkfield is a former professional wrestler out to prove he can beat people up in real life. And the relationship between Pai Chan and her father Lau is dysfunctional, to say the least. (Akira Yuki, Jeffry McWild and Kage-Maru all have scores to settle, too.)

Luckily for all of these muscle-bound malcontents, there's a huge worldwide fighting tournament coming up—the same tournament, assuredly, that we see represented in the game *Virtua Fighter*. But if they want to take their aggressions out in the ring, the contestants will have to survive the corrupt streets of Virtua City long enough to make it to the tournament in the first place.

The back cover of issue one consists of eight trading cards, which display a bevy of detailed character statistics. These stats might *seem* useless, but who knows? Learning, for example, that Jeffry McWild's life goal is to defeat the eight-meter shark that wrecked his fishing boat might help you "become one" with his character the next time you play the game. (Okay, maybe not. But it's still kinda entertaining.)

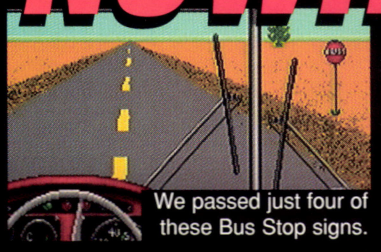


ROAD TO NOWHERE

Punching the Clock with *Penn & Teller's Smoke and Mirrors*

We started our journey at 9:30 A.M. By the time our quest was completed eight hours later, we had made new friends, mastered a valuable new job skill and—I dare say—learned more than a little bit about ourselves.

What could possibly have had such a profound impact on our lives, you ask? The answer is simple: Boredom. Total and unrelenting tedium in the form of a simulated eight-hour bus ride from Tucson to Las Vegas. The staff of *VIDEOGAMES* Magazine finally finished the ride and earned one lousy point in *Desert Bus*, one of six play modules in Absolute Entertainment's new Sega CD, *Penn & Teller's Smoke and Mirrors.* At the end of the day, no one could deny that one point was worth more in gaming satisfaction than rescuing any platform-game princess.



We passed just four of these Bus Stop signs.



Nobody saw this bug before it hit the windshield!



Here's the proof of our eight-our saga: one point.



We overheated and were towed just one minute into the return trip.

Desert Bus is as real as bus simulators get. (No, there aren't any other bus simulators to compare it to. That's not the point, okay?) Players can only get to Vegas by sitting down in front of their system and taking hold of the wheel—er, joypad—for the entire eight hours. Cheating is next to impossible because the bus is in really bad shape. It pulls to the right of the road, so even though the highway is straight and flat, aiming the bus and leaving it alone will do no good. If the bus touches the roadside for more than a few seconds, it will stall, overheat and die, effectively ending your Southwestern odyssey.





We decided that the best way to conquer *Desert Bus* would be to play it in shifts. We each drove for about two hours, occasionally turning the controls over to curious passersby. Even people who didn't normally visit our geeky video-game clubhouse were stopping in to see how the ride was going. And the ride pretty much went the same all day: Flat road, no cars, no change in the unrelenting bus engine sound effect. We passed a few Bus Stop signs but were afraid to slow down. At about 12:30, when everyone else was at lunch, Geoff took his eyes off the screen for a moment and a bug hit the windshield. By that time, our standards had been lowered to the point where a tiny green splat was cause for celebration!

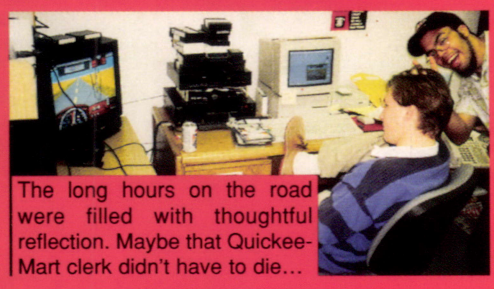
At 5:30, the trip ended much as it had begun, without fanfare or any change in the screen's image. We had hoped to at least see a Vegas skyline as we entered the city, but there was no such luck. Instead, the screen just faded to black and displayed our time clock and point screen—now bearing the coveted one point.

Under different circumstances, we all might have shaken hands, patted each other on the back and entered into a discussion about how the virtual bus ride had forever changed us all. But it was 5:30 and the workday had ended. Courting insane boredom for the purpose of scholarly study may be a fine pastime while the clock is punched, but to play, discuss or even *think* about *Desert Bus* on our own time was inconceivable. We may be crazy, but we're not stupid.

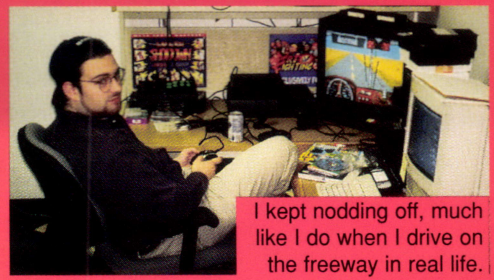
WHAT WAS ON OUR MINDS AS WE DROVE THE DESERT BUS



After a while, the dividing lines started to look like worms crawling toward the bus.



The long hours on the road were filled with thoughtful reflection. Maybe that Quickee-Mart clerk didn't have to die…



I kept nodding off, much like I do when I drive on the freeway in real life.

PRESS START PRESS START PRESS START

the GORESCORE

Industry News You Can

The word on the street is that there is no news. Everything has been pretty quiet since the E3 show so news is tough to find. But fear not reader, Gore has got the goods on the latest so here goes...

3DO'S 64-BIT M2 WOWS DEVELOPERS

"This puppy smokes!" This was the comment of one developer who received their M2 development station. The developer community is buzzing with excitement over the 64-bit gaming platform. The programmer went on to say that the stunning demonstration shown at the recent E3 show was, "...real. This machine can really produce these graphics in real time." While Nintendo will legislate content for the games made for the Ultra 64, 3DO offers the freedom for developers to explore a whole new 64-bit universe with no control over content or gameplay. While no one would disclose specific games at this time, look for 3-D games like Doom to take on a whole new ultra-realistic look on M2.

JANUARY 1996 CES IS DOA: Sega previously announced that they would not be attending the Winter '96 CES which is not unusual since they have always said that they would prefer a once a year games only show. Well it looks like E3 will be the once a year show that everyone in the industry has been looking for. Nintendo has pulled out of the January '96 CES and will not display its products. This truly marks the end of an era and a real sign that the games industry as a whole has matured beyond what anyone may have expected. No more CES. Boo-hoo! Nintendo was supposed to unveil their Ultra 64 to press and retailers in the U.S. at this show. Apparently the big "N" has another event planned to show the hardware. Stay tuned for more details.

3DO HARDWARE AVAILABLE FOR ONLY $299

3DO continues to amaze owners of the system with great sports software and an impressive new potential mascot in the form of Captain Quazar. This muscle-bound hero looks like a cross between Arnold Schwarzenegger and Superman. The title itself comes from Studio 3DO and will be a winner when it is released this November. Captain Quazar is an action/shooter that plays like a 3-D version of the much-loved Genesis game from Japan Gunstar Heroes. In other great 3DO news, Goldstar has dropped the price of the system to $349 and offered a $50 rebate bringing the final price down to a reasonable $299.

ATARI JAGUAR RELEASES GAMES GALORE

The big post-E3 story is that Atari's Jaguar will finally have a huge line-up of games very shortly. This fall will look like an explosion on the shelves. With the hardware priced just right the Jag has got a great shot. With the addition of the Jag CD, which will be on sale in mid-August, the titles should start piling up. The CD format will definitely make it cost-effective for third party developers to release games for the system. The complete list of games with the real release schedule on this page makes the 64-bit Jag a good investment in light of the $400 monsters. Let's hope Atari delivers because the library looks red hot.

BASEBALL ANYONE?

Employees of Sega and Sony Computer Entertainment recently got together for a friendly game of baseball. Sony big cheese Steve Race pitched admirably and Sega big-wig Tom Kalinskie led the cheers (with pom-poms). But Race's iron-arm was no match for Kalinskie's enthusisatic chants of "S-E-G-A!" and Sega went on to win the game with a score of 24 to 20. Could this be a clue as to who may win the upcoming 32-bit platform wars? I doubt it. Until next ish, prepare to fight!

—Chris Gore
Editor-in-Chief

UPCOMING JAGUAR SOFTWARE TITLES

JUNE
Pinball Fantasies (cart)
Super Burnout (cart)

JULY
Air Cars (cart)
Fight for Life (cart)
Flashback (U.S. Gold/cart)
Power Drive Rally (Time Warner Interactive/cart)
Rayman (UBI Soft/cart)
Ultra Vortex (cart)
White Men Can't Jump (cart)

AUGUST
Arena Football (cart)
Baldies (Jag CD)
Battlemorph (Jag CD)
Blue Lightning (Jag CD)
Creature Shock (Jag CD)
Demolition Man (Jag CD)
Dragon's Lair (ReadySoft/Jag CD)
Flip-Out (cart)
Highlander (Jag CD)
Myst (Jag CD)
Pitfall (Activision/Atari/cart)
Rise of the Robots (Time Warner Interactive/Jag CD)
Robinson's Requiem (Jag CD)
Ruiner Pinball (cart)
Space Ace (ReadySoft/Jag CD)
Vid Grid (Jag CD)

SEPTEMBER
Atari Kart (cart)
Battlesphere (4-Play/cart)
Charles Barkley Basketball (cart)
Hover Hunter (working title/cart)
Hover Strike CD (Jag CD)
Max Force (cart)
Soul Star (Jag CD)
Space War (cart)
Supercross 3D (cart)

OCTOBER
Attack of the Mutant Penguins(Jag CD/cart)
Braindead 13 (ReadySoft/Jag CD)
Defender 2000 (Jag CD)
Dragons Lair 2: Time Warp (ReadySoft/Jag CD)
Highlander II (Jag CD)
Starlight Bowl-a-Rama (Jag CD)
Sky Hammer (Jag CD)
Thea Realm Fighters (Jag CD)

NOVEMBER
Brett Hull Hockey (Jag CD/cart)
Commando (working title/Jag CD)
Dactyl Joust (cart)
Formula Racing (Jag CD)
Highlander III (Jag CD)
Primal Rage (Time Warner Interactive/Jag CD)
Varuna's Forces (Jag CD)
Wayne Gretzky NHL Hockey (Time Warner/Jag CD)

DECEMBER
Black ICE/White Noise (Jag CD)
Deathwatch (cart)
Magic Carpet (Jag CD)
NBA Jam Tournament Edition (cart)

JANUARY '96
Dune Racer (Jag CD)
Iron Soldier II (Jag CD)

FEBRUARY '96
Alien vs. Predator: The CD (Jag CD)
Mind-Ripper (Jag CD)

APRIL '96
Batman Forever (Jag CD)
Frank Thomas Big Hurt Baseball (TBD)
Ironman/Exoman (TBD)
Mortal Kombat 3 (TBD)

JUNE '96
Dante (Jag CD)

ZINE ZONE



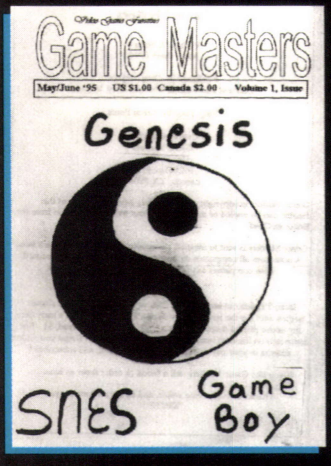
GAMING NEWS
Sebastian Maldonado and David Orengo, Editors
2049 86th Street
Brooklyn, NY 11214
($3.50 per issue)

The clean-looking *Gaming News* has some decent reviews, but the area in which it really sets itself apart from the competition is in its tip section, which takes up more than half of the 'zine. Lots of cool Neo•Geo fighting game moves are on display in the premiere issue, and there's also a complete list of moves and secrets for *Toh Shin Den* on the PlayStation. The cover price is steep for a 'zine with such an unimaginative title, but the tips might be worth it.



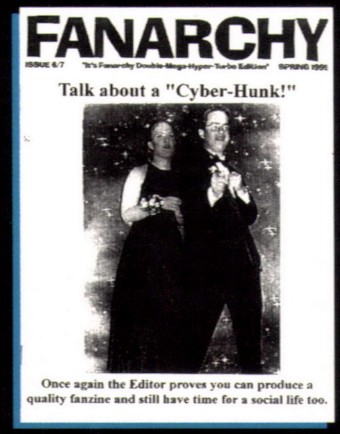
SNES GAMING
Rich Wigstone, Editor
770 Concord Lane
Hoffman Estates, IL 60195-1835
Bi-monthly
($2 per issue)

A *Zine Zone* staple, *SNES Gaming* continues to deliver quality reviews with a sophisticated rating system. "Sound Variety" and "Attention Span" are among the 16 criteria used to judge new SNES releases, and the composite scores in the categories of Graphics, Sound, Control and Play Value are compiled into a "Weighted Average" score that found *Kirby's Avalanche* at the top of the list for the May/June issue.



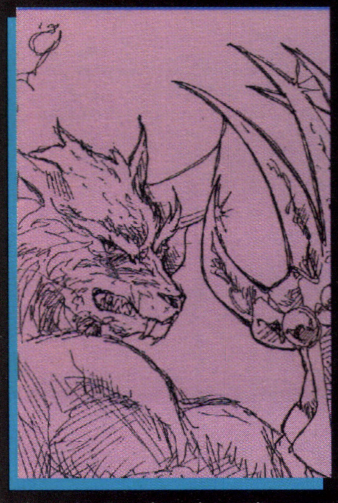
GAME MASTERS
Greg Meyers, Editor
P.O. Box 1216
Laredo, TX 78040
($1 per issue)

An entirely text-based 'zine, the half-sized *Game Masters* makes up for the lack of photos with decent editorial content. Issue 4's interview with fellow fanzine editor Eric Longdin is cool because it's in Q&A format and the subject answers the questions in an intelligent manner. The review section includes "Story" ratings for each game, which is an interesting idea. We also enjoyed the checklist of game-related POGs and the speculative article that discussed ideas for upgrading *Super Mario Kart* if Nintendo ever did a sequel.



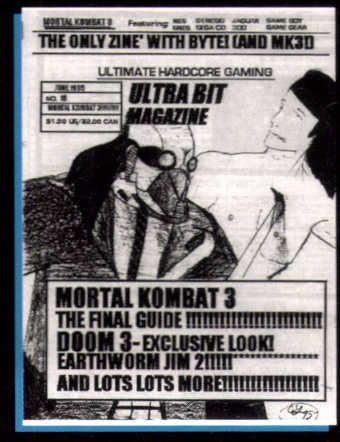
FANARCHY
Ben Leatherman, Editor
10 Palo Verde Lane
Globe, AZ 85501
($1 per issue, $5 per year)

"Cyber Hunk" Leatherman's prom portrait graces the cover of the most recent issue, and it's a winner. The cool thing about *Fanarchy* is that it has a lot of personal anecdotes about people from fandom, the gaming industry and even the staff of *VIDEOGAMES*. (*VG* contributor Zach Meston has a column in this very same issue.) Some might say that 'zines like this one have too much personality—heck, look at the cover!—but Ben knows how to to make an impression and he's not shy about sharing his opinions. These elements of *Fanarchy* will always make it an interesting read.



SHINING FORTH
Robert Schmitz, Editor/Publisher
P.O. Box 98
Yorkville, NY 13495
($1 per issue)

This excellent publication covers role-playing games with authority. Schmitz knows what video-game RPG fans want—game reviews, hints and news on upcoming titles—and delivers the goods. Other distinguishing features in the most recent issue include an interview with Working Designs VP Victor Ireland and some terrific art by John Watkins-Chow, whose pencil follows the curves of female warriors and elves better than just about any fan artist we've ever seen. Bravo!


THE ONLY ZINE WITH BYTE! (AND MK3D
ULTIMATE HARDCORE GAMING
ULTRA BIT MAGAZINE
MORTAL KOMBAT 3
THE FINAL GUIDE !!!!

TIPS & TRICKS

BY GEOFF HIGGINS, TYRONE RODRIGUEZ AND ZACH MESTON

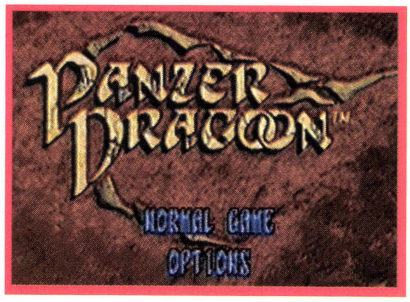
If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VIDEOGAMES*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES of Genesis, courtesy of STD Entertainment!



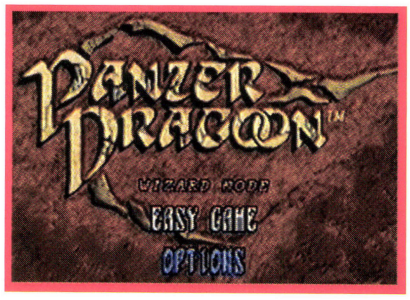
Wizard Mode

Think that you've gotten all you can out of *Panzer Dragoon* for your Saturn? Think again, pal. We've already told you about the "Rolling Mode" hidden in the game, but did you know about the "Wizard Mode"? Didn't think so. Put this code in and you'll notice that you'll be flying through the stages much faster, almost as if your dragon drank a few too many cups of coffee.

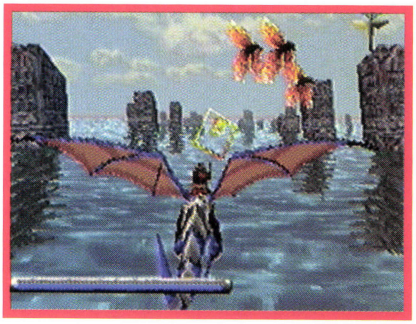
At the title screen, simply press **L**, **R**, **L**, **R**, **Up**, **Down**, **Up**, **Down**, **Left**, **Right**. If you've done it correctly, you'll hear a chime and the words "Wizard Mode" will appear on the screen. Start the game and hold on to your seat!



Press **START** to bring up the difficulty and option select screen.



Quickly press **L**, **R**, **L**, **R**, **Up**, **Down**, **Up**, **Down**, **Left**, **Right**. The words "Wizard Mode" will appear.



Your dragon will fly much faster now.

HINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, *VIDEOGAMES* doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.
(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.
(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 574-3304
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (*Flashback* Gameline)
(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East
(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles.



STAGE SELECT

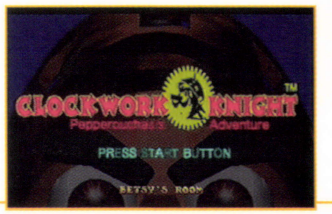
To start at any stage in Sega's stellar 32-bit platform adventure, press **Left**, **Up**, **Right**, **Down**, **Down**, **Right**, **Right**, **Up**, **R** button while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press **Up** or **Down** to change to a different starting stage.

Also, while the stage names are on the title screen, you can press **Left**, **Right**, **Right**, **Up**, **Right**, **Right**, **Up**, **Down**, **Right**, **Right**, **Up**, **R** button to add one more option to the stage-select list: Called "Last Boss," it takes you to the...well, you can figure it out.



Press **Left**, **Up**, **Right**, **Down**, **Down**, **Right**, **Right**, **Up**, **R** button.

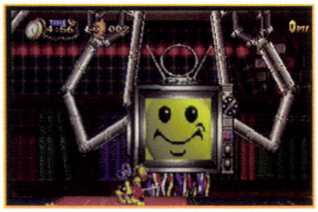
Press Up or Down to start at different stages, or press **Left**, **Right**, **Right**, **Up**, **Right**, **Right**, **Up**, **Down**, **Right**, **Right**, **Up**, **R** button...





...to add one more item to the list of stage names.

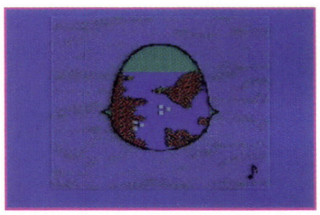
Fight the final TV boss character!



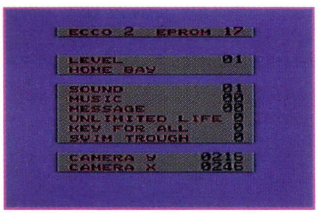
Cheat Menu



This code will bring up a cheat menu that allows you to do a great many things. Some of the more useful items are infinite lives, keys to all barriers and infinite air; there's also a complete stage select and sound test! To get to this menu, use Ecco's sonar to bring up the map screen. At the map screen, press **Left**, **1**, **2**, **1**, **2**, **Down**, **2**, **Up**. The cheat menu will appear.



At the Sonar Map, press **Left**, **1**, **2**, **1**, **2**, **Down**, **2**, **Up**.



Now you can change the game as you like with the cheat menu.



SUICIDAL SOUND TEST

Listen to the many songs and sounds in *Lemmings 2: The Tribes*. At the title screen, move the pointer finger to the knothole in the tree and press **B**. The words "Sound Test" will appear, allowing you to sample some of your favorite *Lemmings* pieces. Press **B** repeatedly to change to different tunes.



Point to the knothole and press **B**.



The Sound Test will begin.

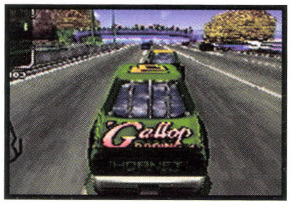
DAYTONA USA SATURN

Mirror Mode

If you want to try something different, hold down the **START** button at the "Select Your Track" screen. Now you can race the courses in reverse. Note: This only works in Saturn mode.



Hold **START** at the "Select Your Track" screen.



Race through the tracks in reverse.

Time Trial

How fast can you really do a track? Find out by doing a time trial, where you are the only car out there. Hold the **START** button at the "Select Your Car" screen to access this feature (in Saturn mode only.)



Hold **START** at the "Select Your Car" screen.



Race with no other cars

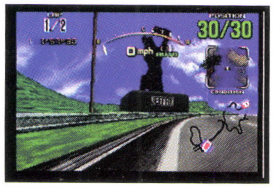
Follow the Bouncing Ball...

Rotate the Statue



Stop in front of Jeffry and hit **X**.

To rotate the statue of *Virtua Fighter*'s Jeffry that is on the expert track, press the **X** button while you're in front of it. The longer you hold down **X**, the more he'll rotate. Unfortunately, you'll probably lose the race for goofing off like this.



Watch him spin and stand on his head!

Hold **Up** while selecting a track...



...then press **Up** while driving to see the words.



If karaoke is your thing, sing along to the Daytona tunes. The words will appear at the bottom of the screen if you hold **Up** on the D-pad during the "Select Your Track" screen, then press **Up** while driving. This only works in Arcade Mode.

Play the Slots

To stop the wheels of the slot machine above the beginner track, hit the **X** button three times as you drive by. Get three sevens and you will be given extra time on the clock!

Hit that **X** button three times.



Three sevens, and you're a winner!

Play as the Horses

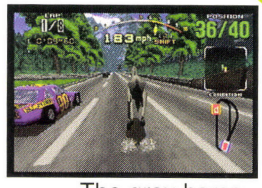
If you can finish in first place on all three tracks in Saturn Mode, you'll have two new "vehicles" to choose from. Incredibly, they're both horses; one manual, and one automatic! Note: You must play at the Normal difficulty level for this trick to work.



You'll see the word "horse" at the car select screen.



The brown horse has "automatic transmission."



The gray horse has "manual transmission."

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Every Code Available!

EARTHWORM JIM press start options

SUPER NES

You think you'll find any more codes for the Super NES version of *Earthworm Jim?* Well, you won't, because they're all right here. From invincibility to plasma power-ups to level skips, we've got 'em. All you have to do to is start the game, press **START** to pause, then enter a code. (Note: Button names that are separated by a plus sign—e.g. **A**+**Left**– must be pressed at the same time; each code consists of exactly eight steps.)



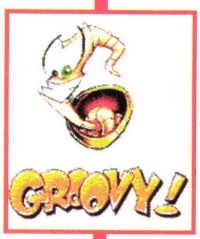
Debug Menu

A+Left, B, X, A, A, B, X, A



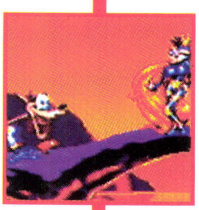
Nick Jones Code

Y, A, B, B, A, Y, A, B



Level Skip

A, B, X, A, A+X, B+X, B+X, X+A



Jump to Princess

A+Left, X, X, X+B, X, A, X, A+Left



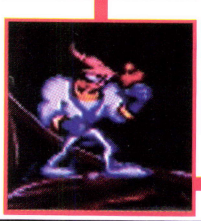
Extra Life (one time only)

B, B, A, X+Y, A, A, A, A



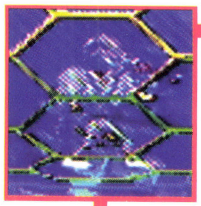
Extra Life (repeat if necessary)

B+X, B, B, B, A, A, X, A



Energy Refill

A+X, B, A, B, B, X+Y, B, A



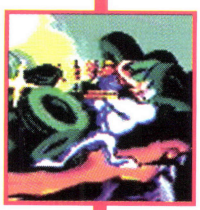
Ammo Refill

A+X, B, A, B, X, X, X, X



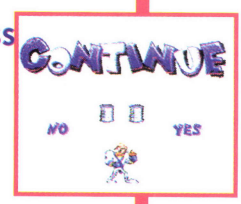
Plasma Power-Up (one time only)

A, A, B+L, A, A, X, B+L, X



Plasma Power-Up (repeat if necessary)

A+X, B, B, A, A, X, B, L+R



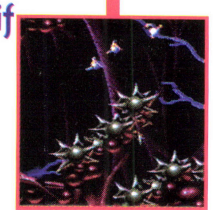
Extra Continue (one time only)

A, B, A, B, X, Y, X, Y



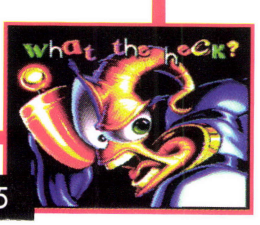
Extra Continue (repeat if necessary)

Y+X, B, Y, B, X, B, X, X



Map View Mode

A, X, A, X, A, A, A, A



Warp to: "What the Heck?"

Y, X, Y, X, A, B, A, X



Warp to: "Down the Tubes"

Up, Down, Left+Down, Left, Down, Down, Up+Left, Down



Warp to: "Snot a Problem"

A, B, X, B, A, B, B, B+L



Warp to: "Level 5"

A+B, B+X, X+Y, Left, Left, Right, Left, Right



Warp to: "For Pete's Sake"

A, B, X, A, B, X, A, B+R



Warp to: "Buttville"

A, X, Left, Left, X+Y, Up, Down, Left



Warp to: "Andy Asteroids"

L+A, A, R+A, A, B, B, X, B



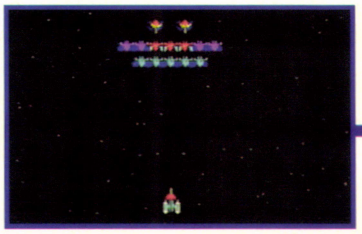
Warp to: "Who Turned Out the Light?"

A, B, Up+Y, Up+Y, Left, Right, Left, Right

Extra Cars

RIDGE RACER PLAYSTATION

Soup up the game with the addition of some new cars, including the ultra-sleek Black Car. Also, as if that wasn't enough, a Mirror Mode will double the amount of tracks. Remember to save the game after you gain the cars!! You'll want to keep them.





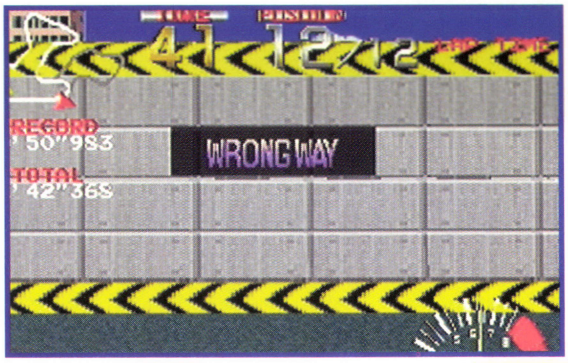
Play the *Galaxian* game during the loading. If you get a "Perfect!", you'll have access to another eight cars!





To get the Black Car, you must finish all of the races in first place. Then, race a time trial and you'll notice that during each race, a mysterious black car will pass you. there is no way to beat this car. You must learn where it is in the race that he overtakes you and make sure that you are there when he tries. Bump him back and he'll lose a lot of time. He'll try to overtake you again, but now you'll have him behind you and you can continually cut him off. Win the time trial and you earn the Black Car.





To race a mirror of the track, drive to the end of the starting lane. Then, do a 180-degree turn and go as fast as you can backwards toward the steel pit wall. If you hit the wall going fast enough, you will pass through it and be racing on a mirror version of the track. the amount of time you lose for attempting this is minimal; First place is still easily attainable. Yahoo!



Ristar

GENESIS



Enter the password **MUSEUM**.



You'll be able to fight the bosses, one after another.

Boss Rush Mode

At the options screen, access the password screen and enter the code **MUSEUM**. Start the game and you'll see that you're in "Boss Rush Mode," where you can practice fighting the bosses in the least amount of time.

Bonus Round Practice

From the password screen, enter the code **DOFEEL**. Start the game to enter yet another practice mode that lets you run around the bonus levels and learn how to shave additional seconds off your time.



Enter the password **DOFEEL**



Practice the bonus levels at your leisure.



Enter the password **ILOVEU**.



Choose your starting stage!

Start At Any Level

From the Password screen, enter the code **ILOVEU**. Before the game starts, you'll be shown a screen that lets you start on any level, including boss battles.

Freaky Music

From the password screen, enter the code **MAGURO**. Now go to the sound screen. You'll be able to turn on something called the Onchi system. When the Onchi system is on, the sound test music resembles something you'd hear if you had been drinking too much cough syrup.



Enter the password **MAGURO**.



Next, go to the Sound Test menu and turn "Onchi" on.



This makes the music in the sound test all weird and freaky.



Enter the password **SUPER**.



Now there's a new "Super" difficulty setting at the options menu.

Super Difficulty

If you think you deserve a good beating, enter the code **SUPER** from the password screen. Now go back to the options screen, and you'll be able to set your skill level to Super. Nice knowin' ya.

Erase All Codes

To erase any previously entered codes, go to the password screen and enter the code **XXXXXX**. This resets all of the game's settings to their default values.

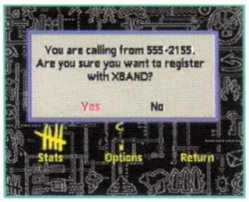
Pro Action Replay Codes

For use with Datel's Pro Action Replay Game Busting Cartridges

Hidden Game!

If you're tired of waiting for the phone to connect to the Genesis XBand Modem network, you can kill some time by playing a top-secret maze game that's similar to the hidden game in Sega's Master System. When preparing to dial the phone and the screen says "Are you sure you want to register with XBand?" simply highlight "Yes" and press **Up**, **Up**, **Down**. You'll be able to play the game while the modem connects to the network.

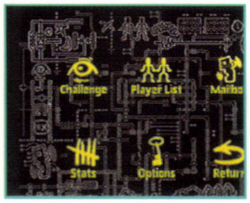
If you want to check out the maze game for a longer period of time, go to the main XBand menu (Challenge/Player List/Mailbox etc.) and press **Down**, **Down**, **Left**, **Left**, **Right**, **C**. Try to find the exit; when you do, a new maze appears. Press **START** to quit and the hardware's battery-backed memory actually saves your last position in the maze!



Press **Up**, **Up**, **Down**.



Navigate the maze while you're connecting to XBand.



Press **Down**, **Down**, **Left**, **Left**, **Right**, **C**.



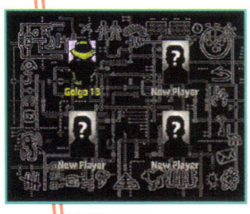
Now you can cruise the maze for as long as you wish.

Funky Text

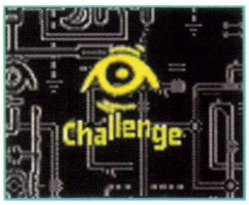
It is possible to change the way the text moves below the icons on XBand menus. If you're interested, try entering the following codes at the player-select screen:

- **Up**, **Down**, **Up**, **Up**, **Down**, **Left**, **Up** makes the letters expand and contract.
- **Right**, **Left**, **Right**, **Right**, **Up**, **Right**, **Left** gives you an earthquake effect.
- **Left**, **Right**, **Left**, **Left**, **Up**, **Left**, **Right** restores the default "wave" motion.

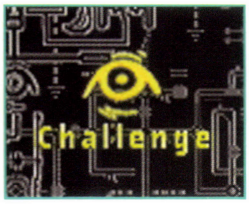
Each code must be entered at the player-select screen in the space of three or four seconds; not too slow, not too fast. If you can't get one of the codes to work, try entering it slower or faster.



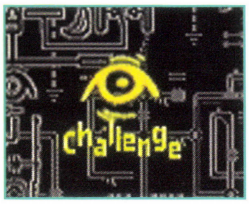
Each of the codes must be entered at the player-select screen.



You can change the motion from this "wave"...



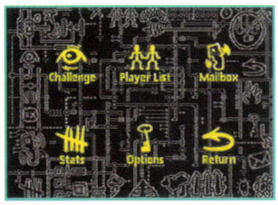
...to this expanding effect...



...or go for the earthquake look.

Sound Test

To listen to the different sounds stored in the XBand hardware, press **Up**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **Up** at the main XBand menu. You'll find a secret sound test menu that also allows you to turn off the music.



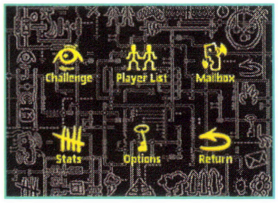
Press **Up**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **Up**.



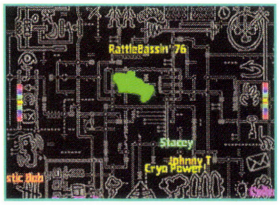
You've found the hidden sound test menu.

Fish Pong?

At the main XBand menu, press **Up**, **Up**, **Up**, **Up**, **Right**, **B**. This takes you to another hidden game, a version of *Pong* that's played with a fish!



Press **Up**, **Up**, **Up**, **Up**, **Right**, **B**.



Play a little "Fish Pong" and watch the wacky names float by.



Homing Missiles

To equip Jim with homing missiles, simply press **START** to pause the game, then press **A+Right**, **A**, **A**, **B**, **A**, **C**, **B**, **A** and unpause. Now your weapons will lock in on their targets.



Press **A+Right**, **A**, **A**, **B**, **A**, **C**, **B**, **A** while the game is paused to acquire these homing missiles.

Groucho Marx Code

To give Jim a pair of funny glasses and a trick nose with moustache, press **START** to pause, then press **A**, **A**, **A**, **A**, **A**, **A**, **B**, **C** and unpause.



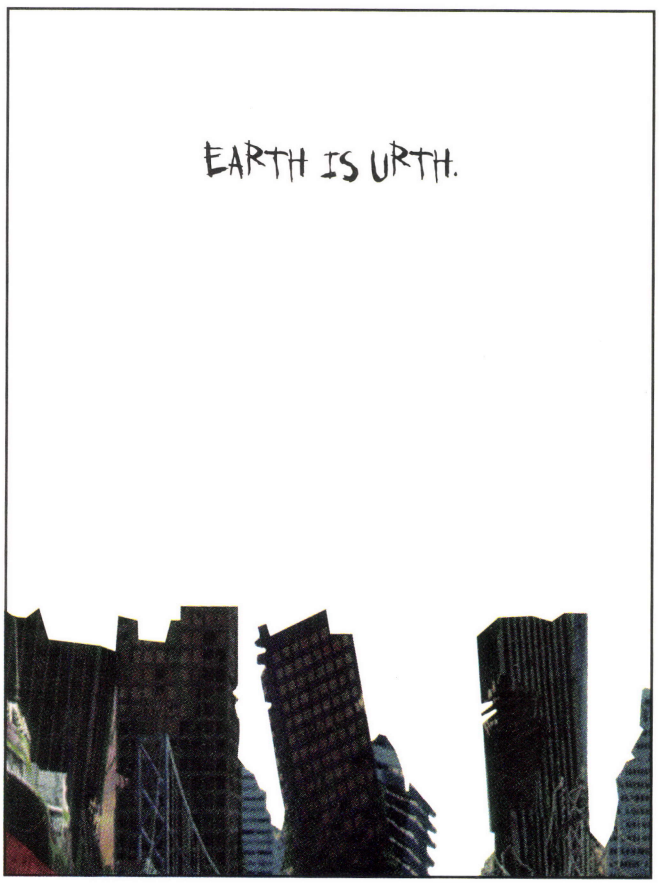
Press **A**, **A**, **A**, **A**, **A**, **A**, **B**, **C** while the game is paused to give Jim a Groucho disguise.

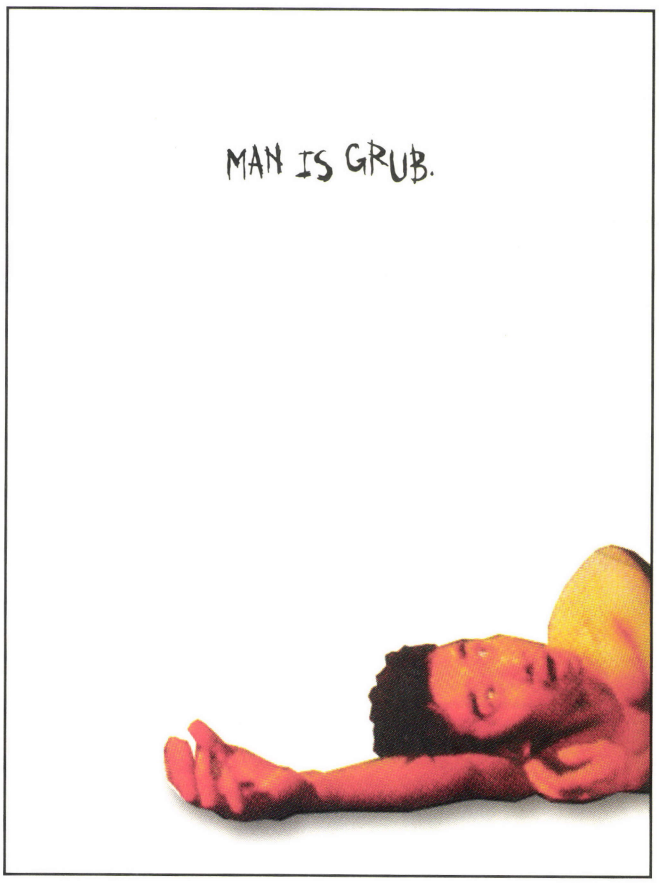
Afro Code

To give Jim a giant red afro, press **START** to pause, then press **C**, **A**, **A**, **A**, **A**, **A**, **B**, **C** and unpause. Now he looks like the earthworm equivalent of Nat X from *Saturday Night Live*.



Press **C**, **A**, **A**, **A**, **A**, **A**, **B**, **C** while the game is paused to give Jim this stunning 'fro.



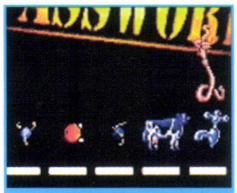


Level Codes

At the password screen, enter the following icons to skip levels.

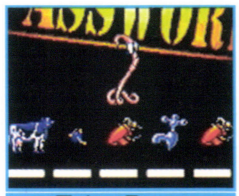

Andy Asteroids 1

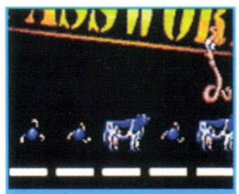

What the Heck?


Big Bruty


Andy Asteroids 2

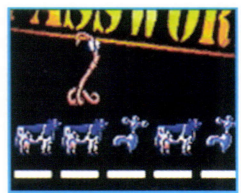

Down the Tubes


Tube Race


Andy Asteroids 3


Snot A problem

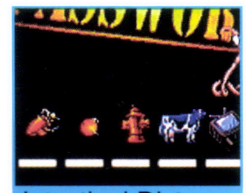

Andy Asteroids 4


Level 5

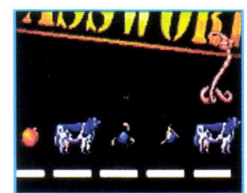

Andy Asteroids 5


For Pete's Sake


Andy Asteroids 6


Intestinal Distress


Andy Asteroids 7


Buttville

THE GODS ARE ANGRY.



RAGE IS HOME.

PRIMAL RAGE

(PRIMAL RAGE, COMING TO YOUR HOUSE AUGUST 25, 1995.)

Sega™ Genesis™
Sega™ Game Gear™
Super NES™
Nintendo® GameBoy®
PC-CD ROM

TIME WARNER INTERACTIVE

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Boss Code!

To play as the liquid-metal boss character in either Arcade or Vs. mode, enter the following code quickly at the fighter-select screen: **Down**, **Up**, **Right**, then **A**+**Left**. You'll hear a "swish" and you'll be playing as Dural!

Press **Down**, **Up**, **Right**, then **A**+**Left**.



Now you're playing as the final boss!

Stage Select and Adjustable Stage Size

At the title screen—while the words "Press Start Button" are flashing—press **Up** 12 times, then press **START** and go to the option menu. Move the cursor down below the "Exit" option and press **START**. Boom! You've just gained access to a special screen which lets you pick your arena and change its size!

Press **Up** 12 times, then press **START** and choose the option menu.



Move the cursor down off the bottom of the screen, then press **START**.

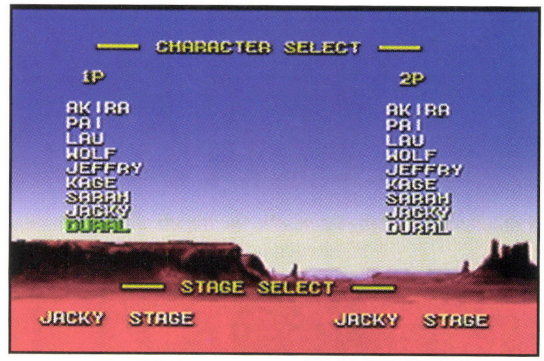
Here you can choose a stage and adjust its size.

Alternate Character-Select Menu

This code has two variations, so pay close attention. First, when a "Vs." match is ending, hold the **L** and **R** buttons. This will take you to a new character- and stage-select screen which reduces the game's disk access time, so you can get back into the action quicker. Here's the cool part: At the title screen, quickly press **Up** 17 times and immediately press **START**. With this code in place, Dural will appear on the alternate character-select menu!

Hold the **L** and **R** buttons.

You'll get this abbreviated menu for "Vs." battles.



If you press **Up** 17 times, then hit **START**...

...you'll find Dural on the streamlined menu!

Play Ranking Mode

At the title screen,hold **Down/Right** +**C**+**Y**+**L**+**R** and press **START**. You'll be able to play the Ranking Mode immediately instead of earning it properly by beating the game fair and square.

Hold **Down/Right** +**C**+**Y**+**L**+**R** and press **START**.



Now you can choose the hidden "Ranking Mode."

Watch the Credits

Hold the **A** button down during the opening demos to see the names of the people responsible for *Virtua Fighter*.

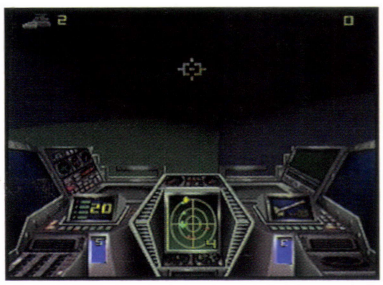
You can fantasize about about having a cool name like "Keiji Okayasu".





Codes And Cheats!

If you own *Hover Strike* for your Jaguar, you've probably gotten stuck on a level or two. To give yourself the edge, here's a host of crafty codes to ensure your victory, along with some pure novelty stuff.



Night Missions

Press **UP+A+B+C+7** simultaneously. Enter this code at any time during gameplay to turn the mission you're playing into a night mission. You'll also get flares automatically.



Rotate The Globe

If you press key **4** at the Mission Select screen, the globe will spin left. Press key **6** to rotate it to the right.



Super Secret Bonus Missions

These codes allow you to get more mileage out of *Hover Strike* than you ever thought possible! Each of the first five levels has its own bonus mission. After you enter the appropriate code on the Mission Select screen, scroll through the missions and you'll find the bonus level. You can't miss it because there'll be a graphic of the *Hover Strike* Development Team lounging around in front of the landscape artwork.

Level One Code
Press **2+3+6+Up** simultaneously
Level Two Code
Press **2+6+7+8+Down** simultaneously
Level Three Code
Press **3+5+6+Right** simultaneously
Level Four Code
Press **2+5+6+Up** simultaneously
Level Five Code
Press **3+4+6+7+Down** simultaneously



Jump Ahead One Level

Press **2+4+6+7+8+9** simultaneously at the Mission Select screen and boom! You're one level ahead!



Invincibility!

This is the granddaddy of all codes here, so use it only if you're such a loser that you can't take the heat. Press **3+4+6+7+Down** simultaneously at the Mission Select screen and you'll be the lucky recipient of unlimited missiles, energy and shields.



More Lives!

Press **3+6+9+#** simultaneously at the Mission Select screen and you'll be the lucky recipient of a shiny new ship. This code can give you a maximum of nine ships



Alternate Monitor Frame

If you're into seeing new artwork in your tired old games, press **C+Right+1+4+5** simultaneously at the Mission Select screen to see different graphics when viewing the external monitor.



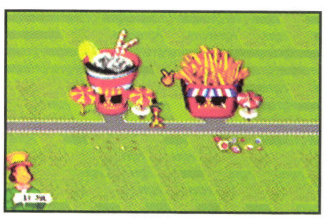
Strategy Tips



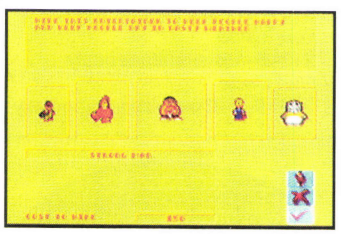
Theme Park is a very sensitive game. The patrons of your park react to even the smallest details and flaws. Here are some key points to keep in mind when building your own amusement park.

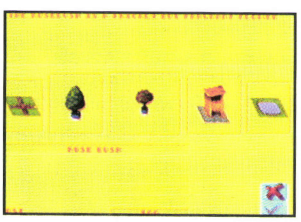
Shops are one of the most important facets of the game. A well placed shop will reap mucho profits from the customers. The first thing you should do is to place a Balloon Shop at the entrance of the park. This way, you'll be able to hit up your patrons as they walk in. Also, make sure that you place related shops across from or next to each other. A Pokey Cola will do a whole lot better next to a fry stand than a coffee shop.



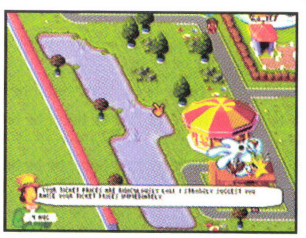


A major problem you'll run into is litter. Most shops produce litter, so make sure you have sufficient handymen.





Features such as trees and lakes are also very important. A well-placed tree can brighten anyone's mood, even these fickle patrons.



Your staff is one of the most important feature of a successful park. Make sure you have at least one mechanic for every three or four rides. Also, hire enough handymen to keep your park clean; one handyman for every five shops is ideal. Entertainers are a must. Place them by long queues and at least one should be by the entrance to the park. Guards need to be hired to cut down on thugs. When you start to see beat-up entertainers and broken-down rides, it's time to invest in a couple of guards.



To keep the customers happy, make sure that the rides are placed correctly. Long queues and walks between rides upset patrons. Ideally, rides should be placed on a straight path with the entrances behind them and the exits leading back onto the path out front. Make sure that the queues aren't too long and stagger the rides so the exit of one leads directly to the queue of another. Put a few shops in between and you'll be golden.





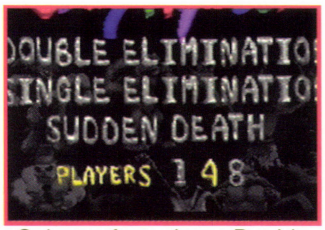


SHRINKY DINKS

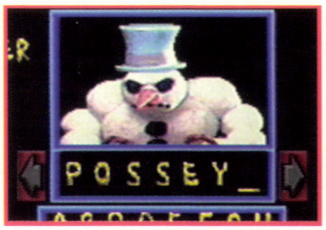
If you're a Micro Machines fan, then this is the code for you. Play a four-player tournament and enter the following names. When you start the contest, you'll notice that the fighters are a wee bit smaller.



First, select Tournament mode.



Select a four-player Double Elimination game.



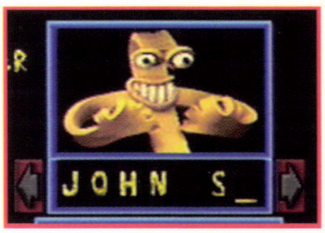
Choose Bad Mr. Frosty for Player 1 and enter the name **POSSE**



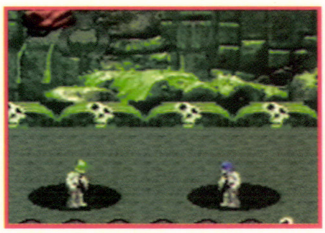
Choose Bad Mr. Frosty for Player 2 and enter the name **JASON A**



Choose The Blob for Player 3 and enter the name **STEVE C.**



Finally, choose Taffy for Player 4 and enter the name **JOHN S.**



Watch the little buggers go!



RANDOM SELECT

Fans of *Mortal Kombat II* who love using that game's Random Select feature will dig the *Clay Fighter 2* equivalent. All you have to do is press the **L** and **R** buttons on top of the controller while you're on the character-select screen; the computer will choose your fighter for you.



At the fighter select screen, press **L** and **R** at the same time.

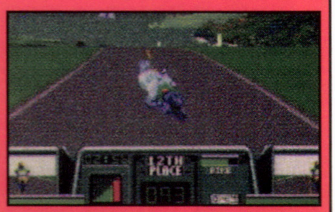


The computer will choose a character at random.

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

ROAD RASH 3
Genesis



ROTB-86XJ—Master Code; must be entered
GJ2A-AAAC—Start with $500
VA2A-BGAC—Start with $50,000

STARGATE
Genesis

AAEA-EAFG—Infinite grenades
AA5A-EAH6—Infinite lives
RHXT-C61A—Machine gun cools off instantly
AC0T-AAG0—Invincible after you get hit

T&C SURF DESIGNS 2: THRILLA'S SAFARI
NES

OPXEPPLE—Start with mega lives
YAUALPAE—Start with 15 more apples in sub-game
AENUATIE+GENUZTKL—Start on level 2-4 (Use as practice only)
PAXEIPZE—Start with a lot more health

MAGICIAN
NES

LVXEYGIA—Start with 99 water flasks
PEUALKYA—Only be able to save games once
LVKEGGZL—Start with 99 mana
PEKETGAE—Play with level weird warp
OZENAGSE+OZENGGSE—Infinite money

DEJA VU
NES

SZXSVOVK—Infinite gun bullets



EFFECTIVE ITEMS AND WEAPONS



RUINS AREA

1. Sledgehammers to break through walls.
2. Floor Keys to help you open specific doors and chests.
3. Steel Balls to help you check for pits.

TOWER

1. Powerful Swords, such as the Saber or Falchion, for attacking monsters.
2. Strong Shields to defend against Boss Monsters.

CAVE

1. Strong Magic such as Fire Magic, to help you defend against monsters.

DARK ZONE

1. Shield of Darkness and Sword of Darkness are items you can only use in this area and will help your attack of defense.

FORTRESS

1. You will need to buy magic to fight the powerful monsters on this floor. Stock up on Heal Magic and Freeze Magic. You can sell items that may not be of any importance to you at this point, like less powerful swords, shields and magic.

FLOOR HINTS

RUINS AREA 1

There are floor and wall switches which will open doors. Be sure to look all around you for plaques, decaying walls, doors and switches. But be careful where you step because you may fall down to the Basement! Items in treasure chests, such as sledgehammers and keys, will be very useful on this floor.
If your key doesn't work in a door, keep on searching for a switch in the area.

RUINS AREA 4

On this floor, you will have an unexpected encounter with Alexis. To get past the rolling rock, shield yourself from shooting arrows and walk over all the switches except for the last switch. The second to the last switch triggers the rolling rock. When the rock begins to roll towards you, run backwards and hide in the cubbyhole on the right side.

RUINS AREA 5

The final room has a series of moving obstacles protruding from the wall and many pits. When you approach a series of hallways and peepholes parallel to the final room, look through the peephole and flip the wall switch to stop the moving obstacles. This will line up a passageway through the final room.

RUINS AREA 7

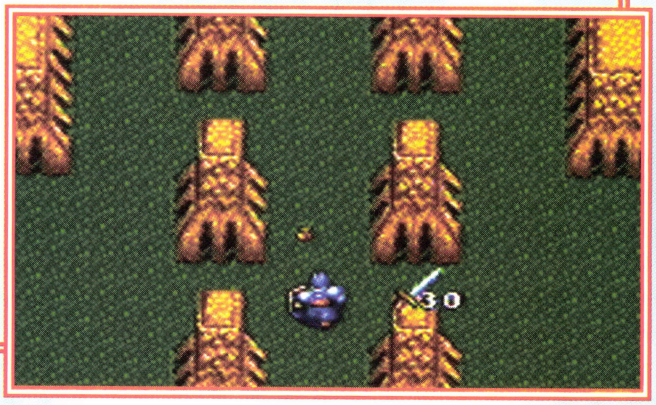
This floor is all Warp Zones. It is a good idea to refer to the map frequently and take notes. Be sure to walk all around the rooms because Warp Zones may be hidden. There are no monsters anywhere on this floor.

RUINS AREA 10

This is the final and most challenging floor of the Ruins Area. There is a Warp Zone in the beginning of this floor, so good luck getting through! Talk to the Ghost of a Girl to get information. In order to receive a key and proceed to the tower, you must defeat the Wizard in the last room. It is best to keep your back against a wall, use your shield for protection, and attack with your strongest sword.
NOTE: Only one wizard is real, the other two are imaginary. You must kill the real wizard in order to proceed.

FOOT OF THE TOWER

When you move to the Foot of the Tower, you must defeat the Giant Crab to receive a key. This key will only take you so far before you will need to return it to Ruins Area 10. Talk to the Ghost of a Girl and she will give you a token of her thanks. Be sure to look at doors before you touch them on this floor.
NOTE: In general, after you talk with someone on a particular floor, it is a good idea to go back and talk to them later to receive more information or treasures.





CAVE B2

Don't be afraid to fall into the large hole; it could lead you to new places.

CAVE B1

Be sure to check the walls around you, it may help you get to other parts of the maze.... There is a special order to opening and closing the 10 treasure chests. You must defeat the Ninja before moving on to the Dark Zone. It is best to attack from far away; use Barrier Magic or the Ring of Anger and attack with the Sword of Flames. You may find you have to control the speed.

TOWER 2F

A Goblin will give you some insightful information for 5000 gold pieces. Be careful of what lies behind certain walls...

TOWER 3F

Talk to the Imprisoned Woman and try to help her find her boyfriend. This will require you to go down a floor to search for him, but she will give you a treasure.

TOWER 5F

Beware of the switch that will release four Headless monsters. Use the Invisibility Potion to fight them. If you are strong enough to challenge them, you may find some extra treasures.

TOWER 9

You will have the chance to meet another warrior named Gadie in the Southeast Room. In order to figure out all the floor switches, read the plaque on the wall and remember where you met Gadie.

TOP OF THE TOWER

To kill the Rakshahsas, use Invisibility Potion and attack when they are not looking.

CAVE B10

The Nicksy will ask you to help the people in the cave by getting the water to flow again. If you help them out, the Nicksy will give you a token of her thanks.

CAVE B7

You will need to search very hard here for switches to allow you to cross the water. It is a very good idea to touch stone plaques once you get stranded. It is also important to keep some extra gold bars on hand (avoid combining them) or else you may be stranded somewhere.

CAVE B6

Keep some Invisibility Potion on hand to help you fight Arachness.

CAVE B3

On the perimeter of this floor, there are many crumbling walls and it is important to look all around for these spots. To get to other sections of the maze, you must return to Cave B4 and go to the stairway in that area. If you are strong enough to kill the Iron Knight (the monster with the highest Defense Strength), you will receive a reward.

DARK ZONES 1 & 2

Follow the monsters in order to find the path better. Use the magnifying glass or steel balls to check the area in front of you. It is best to kill the Tatsujin with Fire Magic.

FORTRESS 1

Take off your shield of darkness in the Fortress. When defending yourself from the Manticore in the room with all of the treasure chests, use Heal Magic and your strongest sword. In the large room, you must touch a post on the south side while facing north.

FORTRESS 2

When you touch the Green-eyed Wall, beware of the Erase Eye who will confuse you by erasing parts of the map. It's a good idea to discover most of the maze before touching the wall and setting this monster free.

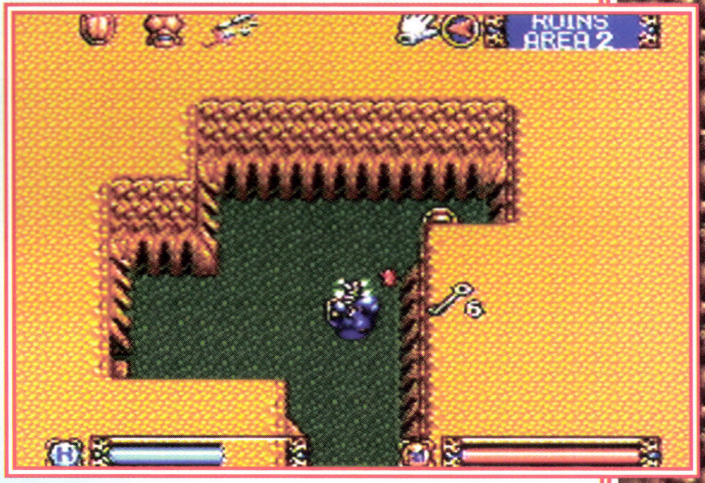
FORTRESS 3

Read all the plaques on this floor to get extra hints. When you flip all 5 switches in the final room and the Warp Zone maze, one a path will open up and lead you to an exit.

FORTRESS 4

You can use Heal Magic before jumping into holes. Watch out for evil imitation treasure chests, they could kill you, try jumping over them.

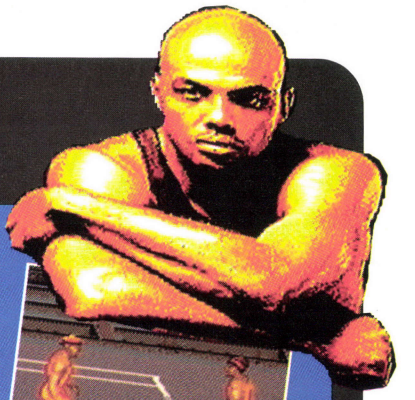
GOOD LUCK, VARIK!



BARKLEY SHUT UP AND JAM! 2

GENESIS

Jammin' Code Collection

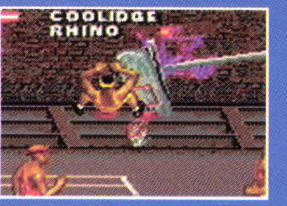


Break the Backboard

To bring the backboard toppling down after a super jam, you must first execute three "hanging jams" without your opponent scoring. The jams do not have to be consecutive as long as your opponent does not score in the meantime. Next, perform a "Super Jam" by hitting button **A**, then **C** +D-Pad in the direction of the hoop.



School your opponent with three "hanging jams."



Then, with your next "Super Jam"...



You'll bring down the rim!

Monster Dunk



When your juice bar is full, do a cross-court Super Jam.



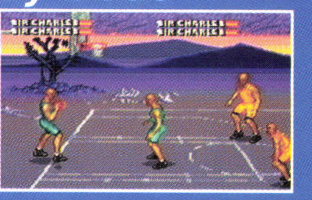
Yahoo!

To perform a Monster Dunk, you must be fully "juiced" on the "juice bar", which is located next to your name. Then, execute a Super Jam (**A**, then **C**+ D-Pad in the direction of the hoop) from the *opposite* end of the court. Now you will do a Monster Dunk.

All-Barkley Code



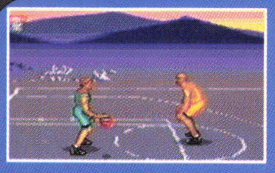
Highlight QUIT and press **B** three times.



This cheat only works in Exhibition Mode.

Press **START** to pause the game while in Exhibition Mode. Highlight QUIT and hit **B** three times. When you resume the game, all four players on the court will be Sir Charles.

Play as Barkley's Teammates



Blade: Highlight QUIT and press **A** three times

Press **START** to pause the game during an Exhibition Mode game. Highlight QUIT and follow the instructions beneath each photo to play as any of Barkley's teammates.



Dolemite: Highlight QUIT and press **A** four times



Hamma: Highlight QUIT and press **A** five times



Jim-Pak: Highlight QUIT and press **A** six times



Pauly: Highlight QUIT and press **A** seven times



Shuga: Highlight QUIT and press **A** eight times



Spider: Highlight QUIT and press **A** nine times



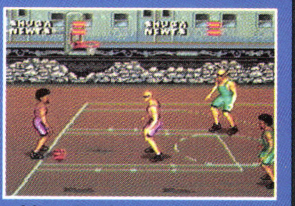
Bongo: Highlight QUIT and press **A** ten times

Mirror Match

In Exhibition Mode, press **START** to pause and highlight QUIT, then press the **C** button three times. When you resume play, the players on the other team will be your evil twins!



Highlight QUIT and press **C** three times.



Now both teams have the same players.

Play as Sir Charles in Tournament Mode

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. If you answer YES, you will start over and have Charles Barkley as your character. It is important to note that this can only be accomplished in Tournament Mode.

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KEY:
Move Buttons
Pad Type

KILLER STRATEGIES

ARMADON









	Genesis 3-Button	Genesis 6-Button	Super NES	Game Boy	Game Gear
Gut Gouger	Hold Start + A + B TA	Hold X + Y + A TA	Hold Y + X + B TA	Hold B + A DU In Close	Hold 1 + 2 DU In Close
Gut Fling	Hold Start + A + B DDDDU Fatality	Hold X + Y + A DDDDU Fatality	Hold Y + X + B DDDDU Fatality	----	----
Snout Gouge	Start	X	Y	----	----
Tail Whip	C	B	A	----	----
Bed-O-Nails	A + B UD Special Move	Y + A UD Special Move	X + B UD Special Move	B + A *(Flying Spikes)* AU Projectile	1 + 2 *(Flying Spikes)* AU Projectile
Meditation/ Finishing	Start + A + B + C TDATT Special Move	X + Y + A + B TDATT Special Move	Y + X + B + A TDATT Special Move	B + A TDATT Fatality	1 + 2 TDATT Fatality
Spinning Death	Start + C ATD Fatality	X + B ATD Fatality	Y + A ATD Fatality	-----	----

BLIZZARD









	Genesis 3-Button	Genesis 6-Button	Super NES	Game Boy	Game Gear
Freeze Breath	Hold Start + A + C AT Projectile	Hold X + Y + B AT Projectile	Hold Y + X + A AT Projectile	Hold B + A AT Projectile	Hold 1 + 2 AT Projectile
To-Da-Moon	Hold ALL DDDDU Fatality	Hold ALL DDDDU Fatality	Hold ALL DDDDU Fatality	B + A DDDD Fatality	1 + 2 DDDD Fatality
Left Uppercut	C	B	A	----	----
Flying Elbow	Start U	X U	Y U	----	----
Air Throw	A + B Special Move	Y + A Special Move	X + B Special Move	B + A In Close	1 + 2 In Close
Ice Geyser	Start + A + C DU	X + Y + B DU	Y + X + A DU	----	----
Brain Bash	Start + A + C DDAUT Fatality	X + Y + B DDAUT Fatality	Y + X + A DDAUT Fatality	----	----

CHAOS









	Genesis 3-Button	Genesis 6-Button	Super NES	Game Boy	Game Gear
Ground Shaker	Hold A + B A AU AD	Hold Y + A A AU AD	Hold X + B A AU AD	Hold B + A AUAD	Hold 1 + 2 AUAD
Flying Butt Slam	Hold A + C D TU DT	Hold Y + B D T U DT	Hold X + A D T U DT	----	----
Right Head Bash	C	B	A	----	----
Battering Ram	Start + B TT Special Move	X + A TT Special Move	Y + B TT Special Move	B + A TT	1 + 2 TT
Fart of Fury	A + B DTUA Special Move	Y + A DTUA Special Move	X + B DTUA Special Move	----	----
Power Puke/fast	Start + C UT Special Move	X + B UT Special Move	Y + A UT Special Move	B + A UT	1 + 2 UT

DIABLO









	Genesis 3-Button	Genesis 6-Button	Super NES	Game Boy	Game Gear
Pulverizer	Hold Start + C UTD	Hold X + B UTD	Hold Y + A UT Special Move	Hold B + A DU	Hold 1 + 2 DU
Fireball	Hold A + B + C TTTTT Fatality	Hold Y + A + B TTTTT Fatality	Hold X + B + A TTTTT Fatality	B + A DT *or* B + A UADD Fatality	1 + 2 DT *or* 1 + 2 UADD Fatality
Tail Whip	C	B	A		
Right Leg Rip	B	A	B	----	----
Torch	Start + B UT Special Move	X + B UT Special Move	Y + B UT Special Move	----	----
Hot Foot	A + C AUDT Special Move	Y + B AUDT Special Move	X + A AUDT Special Move	----	----
Pulveriser	Start + C U	X + B U	Y + A U	----	----
Incinerator	Start + C TUAD Fatality	X + B TUAD Fatality	Y + A TUAD Fatality	----	----

SAURON









	Genesis 3-Button	Genesis 6-Button	Super NES	Game Boy	Game Gear
Cranium Crusher	Hold Start + C DU	Hold X + B DU	Hold Y + A DU	Hold B + A DU	Hold 1 + 2 DU
Carnage	Hold ALL ATATA Fatality	Hold ALL ATATA Fatality	Hold ALL ATATA Fatality	*(Air Throw)* B + A	*(Air Throw)* 1 + 2
Lunge Chomp	A	Y	X	*(Stun Roar)* B + A AT	*(Stun Roar)* 1 + 2 AT
Earthquake Stomp	Start + A + C UD Special Move	X + Y + B UD Special Move	Y + X + A UD Special Move	----	----
Cranium Crusher	Start + C DU Special Move	X + B DU Special Move	Y + A DU Special Move	*(Flesh Eating)* B + A UUUU	*(Flesh Eating)* 1 + 2 UUUU
Primal Scream	Start + B DU Special Move	X + A DU Special Move	Y + B DU Special Move		
Carnage	Start + A + B + C ATATA Fatality	X + Y + A + B ATATA Fatality	Y + X + B + A ATATA Fatality	----	----

TALON









	Genesis 3-Button	Genesis 6-Button	Super NES	Game Boy	Game Gear
Face Ripper	Hold A + C DT	Hold Y + B DT	Hold X + A DT	Hold B + A DU	Hold 1 + 2 DU
Slash Kick	B	A	B	B + A *(Slasher)*	1 + 2 *(Slasher)*
Brain Basher	A + B AUT Special Move	Y + A AUT Special Move	X + B AUT Special Move	----	----
Frantic Fury	Start + C DT Special Move	X + B DT Special Move	Y + A DT Special Move	B + A DT	1 + 2 DT
Shredding	Start + C TDAUT Fatality	Hold X + B TDAUT Fatality	Hold Y + A TDAUT Fatality	B + A TDAU Fatality	----

VERTIGO





	Genesis 3-Button	Genesis 6-Button	Super NES	Game Boy	Game Gear
Come Slither	Hold Start + B AA	Hold X + A AA	Hold Y + B AA	----	----
Snap Tail Whip	C	B	A	----	----
Jab Chomp	Start	X	Y	----	----
Voodoo Spell	Hold A + B AA Special Move	Hold Y + A AA Special Move	Hold X + B AA Special Move	----	----
Teleport	A + C DD Special Move	Y + B DD Special Move	X + A DD Special Move	----	----
Shrink and Eat	A + C AAA Fatality	Y + B AAA Fatality	X + A AAA Fatality	----	----



THERE IS NO KNOWLEDGE THAT IS NOT POWER

MORTAL KOMBAT III

THE LATEST UPDATE

YOU HAVE BEEN CHOSEN TO REPRESENT EARTH IN MORTAL KOMBAT. BE WARNED: ALTHOUGH YOUR SOULS ARE PROTECTED AGAINST SHAO KAHN'S EVIL, YOUR LIVES ARE NOT. I CANNOT INTERFERE ANY LONGER, AS YOUR EARTH IS NOW RULED BY THE OUTWORLD GODS. THESE ARE THE WORDS OF RAIDEN.

Here's the third installment of VIDEOGAMES' ongoing **Mortal Kombat 3** coverage. If you've been keeping track, you're aware that the most recent version of the game has significant changes from the 1.0 version we used for our last moves list; hopefully, you'll find that this issue's list is more up-to-date. We've also discovered Friendship and Babality moves in the game. To make these work as described, you must not use the **BLOCK** button during the round in which you expect to finish your opponent. Each character also has his or her own "Pit" fatality, as in **MK II**. Is there more to be discovered? Heck, yes! Tune in next issue for yet another update.



SHANG TSUNG

TSUNG IS SHAO KAHN'S LEAD SORCERER. HE ONCE FELL OUT OF FAVOR WITH HIS EMPEROR AFTER FAILING TO WIN THE EARTH REALM THROUGH TOURNAMENT BATTLE. BUT THE EVER-SCHEMING SHANG TSUNG IS INSTRUMENTAL IN KAHN'S CONQUEST OF EARTH. HE HAS NOW BEEN GRANTED MORE POWER THAN EVER.

Flaming Skull
Back, Back, HIGH PUNCH

Two Flaming Skulls
Back, Back, Forward, HIGH PUNCH



Three Flaming Skulls
Back, Back, Forward, Forward, HIGH PUNCH



Ground Eruptions
Forward, Back, Back, LOW KICK

Morph into Sindel
Back, Down, Back, LOW KICK

Morph into Jax
Forward, Forward, Down, LOW PUNCH

Morph into Kano
Forward, Back, Forward, BLOCK

Morph into Liu Kang
Rotate joystick 360° clockwise

Morph into Sonya
Hold **Down**, press **RUN+LOW PUNCH+BLOCK**

Morph into Stryker
Forward, Forward, Forward, HIGH KICK

Morph into Sub-Zero
Forward, Down, Forward, HIGH PUNCH

Morph into Cyrax
BLOCK, BLOCK, BLOCK

Morph into Sektor
Down, Forward, Back, RUN

Morph into Nightwolf
Up, Up, Up

Morph into Sheeva
Forward, Down, Forward, LOW KICK

Morph into Kabal
LOW PUNCH, BLOCK, HIGH KICK

Fatality



Hold **LOW PUNCH**, press **Down, Forward, Forward, Down** and release **LOW PUNCH**

Stage Fatality
FORWARD, FORWARD, FORWARD, HIGH PUNCH

Babality
RUN, RUN, RUN, Up

Friendship
LOW KICK, RUN, RUN, Down

SINDEL



SHE ONCE RULED THE OUTWORLD AT SHAO KAHN'S SIDE AS HIS QUEEN. NOW, 10,000 YEARS AFTER HER UNTIMELY DEATH, SHE IS REBORN ON EARTH. HER EVIL INTENT IS EVERY MATCH FOR SHOA KAHN'S TYRANNY. SHE IS THE KEY TO HIS OCCUPATION OF EARTH.



Energy Ball
Forward, Forward, LOW PUNCH



Paralysis Shriek
Forward, Forward, Forward, HIGH PUNCH
(Will backfire if performed on an opponent who is already paralyzed)

Flight
Back, Back, Forward, HIGH KICK
(Press **BLOCK** to land)

Air Energy Ball
(Only while flying)
Back, Down, Forward, LOW KICK

Fatality
RUN, RUN, BLOCK, RUN, BLOCK

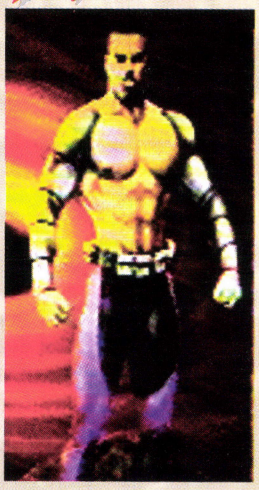
Fatality 2
RUN, RUN, BLOCK, BLOCK, RUN+BLOCK

Stage Fatality
Down, Down, Down, Down, LOW PUNCH

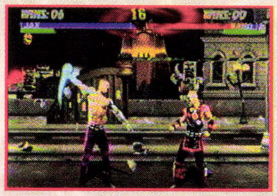
Babality
RUN, RUN, RUN, Up

Friendship
RUN, RUN, RUN, RUN, RUN, RUN, Up

JAX



AFTER FAILING TO CONVINCE HIS SUPERIORS OF THE COMING OUTWORLD MENACE, JAX BEGINS TO COVERTLY PREPARE FOR FUTURE BATTLE WITH KAHN'S MINIONS. HE OUTFITS BOTH ARMS WITH INDESTRUCTIBLE BIONIC IMPLANTS. THIS IS A WAR JAX IS PREPARED TO WIN.



Earthquake
Hold **LOW KICK** for three seconds, then release

Gotcha Grab
Forward, Forward, LOW PUNCH

Multi-Slam
Press **HIGH PUNCH** repeatedly while throwing your opponent

Back Breaker
Press **BLOCK** while close to opponent in mid-air

Arm Cannon
Back, Forward, HIGH PUNCH

Double Arm Cannon
Forward, Forward, Back, Back, HIGH PUNCH

Arm Cannon
Back, Forward, HIGH PUNCH

Fatality



RUN, BLOCK, RUN, RUN, LOW KICK

Babality
Down, Down, Down, LOW KICK

Friendship
LOW KICK, LOW KICK, RUN, RUN, LOW KICK

KANO

KANO IS THOUGHT TO HAVE BEEN KILLED IN THE FIRST TOURNAMENT. INSTEAD, HE'S FOUND ALIVE IN THE OUTWORLD WHERE HE ONCE AGAIN ESCAPES CAPTURE BY SONYA. BEFORE THE ACTUAL OUTWORLD INVASION, KANO CONVINCES SHOA KAHN TO SPARE HIS SOUL. KAHN NEEDS SOMEONE TO TEACH HIS WARRIORS HOW TO USE EARTH'S WEAPONS. KANO IS THE MAN TO DO IT.





Cannonball Roll
Charge **LOW KICK** for three seconds, release



Knife Throw
Down, Back, HIGH PUNCH



Knife Uppercut
Down, Forward, HIGH PUNCH

Headbutt
(Only during a combo)
Down+LOW PUNCH

Fatality



Hold **LOW PUNCH**, press **Forward, Down, Down, Forward,** release **LOW PUNCH**

Friendship
LOW KICK, RUN, RUN, DOWN, HIGH KICK

LIU KANG

AFTER THE OUTWORLD INVASION, LIU KANG FINDS HIMSELF THE PRIME TARGET OF KAHN'S EXTERMINATION SQUADS. HE IS THE SHAOLIN CHAMPION AND HAS THWARTED KAHN'S SCHEMES IN THE PAST. OF ALL THE HUMANS, KANO POSES THE GREATEST THREAT TO SHAO KAHN'S RULE.



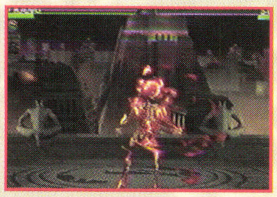
Fireball
Forward, Forward, HIGH PUNCH

Low Fireball
Forward, Forward, LOW PUNCH

Flying Kick
Forward, Forward, HIGH KICK

Bicycle Kick
Hold **LOW KICK** for three seconds, then release

Fatality



Forward, Forward, Down, Down, LOW KICK

Fatality 2



Up, Down, Up, Up, RUN+BLOCK

Babality
Down, Down, Down, HIGH KICK

Friendship
Down, Down, Down, RUN

Animality
(only after showing Mercy)
Down, Down, Down, Up

SONYA



SONYA DISAPPEARED AFTER THE FIRST TOURNAMENT BUT WAS LATER RESCUED FROM THE OUTWORLD BY JAX. AFTER RETURNING TO EARTH SHE AND JAX TRY TO WARN THE U.S. GOVERNMENT OF THE LOOMING OUTWORLD MENACE. LACKING PROOF, THEY WATCH HELPLESSLY AS SHAO KAHN BEGINS HIS INVASION.



Energy Rings
Down, Forward, LOW PUNCH

Leg Grab
Hold **Down**, press **LOW PUNCH+BLOCK**

Square Wave Flight
Forward, Back, HIGH PUNCH



Bicycle Uppercut Kick
Back, Back, Down, HIGH KICK

Stage Fatality



Forward, Forward, Down, HIGH PUNCH

Babality
Down, Down, Down, Forward, LOW KICK

STRYKER



WHEN THE OUTWORLD PORTAL OPENS OVER A LARGE CITY IN NORTH AMERICA, PANIC AND CHAOS RAGE OUT OF CONTROL. KURTIS STRYKER WAS THE LEADER OF A RIOT CONTROL BRIGADE WHEN SHAO KAHN BEGAN TAKING SOULS. HE FINDS HIMSELF THE LONE SURVIVOR OF A CITY ONCE POPULATED BY MILLIONS.

Club Swipe
Forward, Back, LOW PUNCH

Sliding Club Throw
Forward, Forward, HIGH KICK

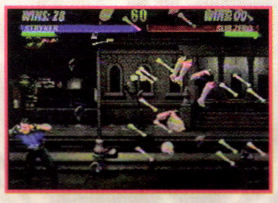


Grenade Toss
Down, Back, LOW PUNCH

High Grenade Toss
Down, Back, HIGH PUNCH

Fatality





Down, Forward, Down, Forward, BLOCK

Fatality 2
Forward, Forward, Forward, LOW KICK

Animality
RUN, RUN, RUN, BLOCK

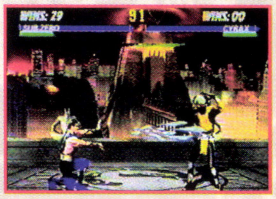
SUB-ZERO 3



THE NINJA RETURNS UNMASKED. HE WAS BETRAYED BY HIS OWN NINJA CLAN, THE LIN KUEI. HE BROKE SACRED CODES OF HONOR BY LEAVING THE CLAN AND IS MARKED FOR DEATH. BUT UNLIKE THE NINJA OF OLD, HIS PURSUERS COME AS MACHINES. HE MUST NOT ONLY DEFEND AGAINST THE OUTWORLD MENACE, BUT MUST ALSO ELUDE HIS SOULLESS ASSASSINS.



Slide
Hold **Back**, press **LOW PUNCH+BLOCK+LOW KICK**



Freeze Ray
Down, Forward, LOW PUNCH

Air Freeze Ray
Down, Forward, HIGH PUNCH

Ice Clone
Forward, Down, Back, HIGH PUNCH

Fatality



BLOCK, BLOCK, RUN, BLOCK, RUN

Fatality 2
Forward, Back, Back, Down, Back RUN

Babality
Down, Back, Back, HIGH KICK

Friendship
LOW KICK, RUN, RUN, Up

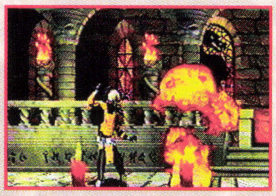
CYRAX

CYRAX IS UNIT LK-8DA, THE SECOND OF THREE PROTOTYPE CYBERNETIC NINJAS BUILT BY LIN KUEI. LIKE HIS COUNTERPARTS, HIS LAST PROGRAMMED COMMAND IS TO FIND AND TERMINATE THE ROGUE NINJA SUB-ZERO. WITHOUT A SOUL, CYRAX GOES UNDETECTED BY SHAO KAHN AND REMAINS A POSSIBLE THREAT AGAINST HIS OCCUPATION OF EARTH.





Green Net
Back, **Back**, **LOW KICK**



Bomb Drop
Hold **LOW KICK**, press **Forward**, **Forward**, **HIGH KICK**

Close Bomb Drop
Hold **LOW KICK**, press **Back**, **Back**, **HIGH KICK**

Teleport



Forward, **Down**, **BLOCK**

Fatality
Down, Down, Down, Up, Down, HIGH PUNCH

Stage Fatality
RUN, BLOCK, RUN

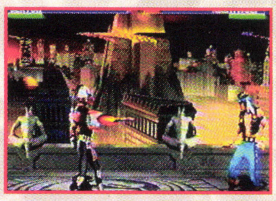
Friendship
RUN, RUN, RUN, Up

Animality
(Only after showing Mercy)
Up, Up, Down, Down, Down, HIGH PUNCH

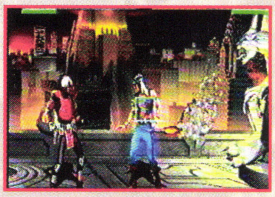
SEKTOR

SEKTOR IS ACTUALLY THE CODE NAME FOR UNIT LK-9T9. HE WAS THE FIRST OF THREE PROTOTYPE CYBERNETIC NINJAS BUILT BY LIN KUEI. SEKTOR WAS ONCE A HUMAN ASSASSIN TRAINED BY THE LIN KUEI. HE VOLUNTEERED FOR AUTOMATION BECAUSE OF HIS LOYALTY TO THE CLAN. SEKTOR SURVIVES THE OUTWORLD INVASION—HE HAS NO SOUL TO TAKE.





Missile
Forward, **Forward**, **LOW PUNCH**



Heat-Seeking Missile
Forward, **Down**, **Back**, **HIGH PUNCH**



Teleport Uppercut
Forward, **Forward**, **LOW KICK**

Fatality
Forward, Forward, Forward, Back, BLOCK

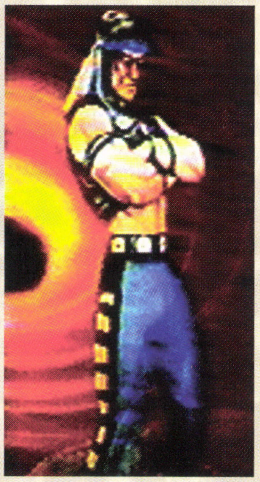
Stage Fatality
Down, Down, Down, RUN

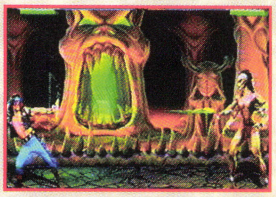
Friendship
RUN, RUN, Down, RUN

Animality
(Only after showing Mercy)
Forward, Forward, Down, Up

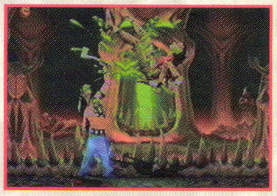
NIGHTWOLF

NIGHTWOLF WORKS AS A HISTORIAN AND PRESERVER OF HIS PEOPLE'S CULTURE. WHEN KAHN'S PORTAL OPENS OVER NORTH AMERICA, NIGHTWOLF USES THE MAGIC OF HIS SHAMEN TO PROTECT HIS TRIBE'S SACRED LAND. THIS AREA BECOMES A VITAL THREAT TO KAHN'S OCCUPATION OF THE EARTH.





Bow-and-Arrow
Down, **Back**, **LOW PUNCH**



Tomahawk
Down, **Forward**, **HIGH PUNCH**



Green Dash
Forward, **Forward**, **LOW KICK**

Fatality
Back, Back, Back, Down, HIGH PUNCH

Stage Fatality
RUN, RUN, BLOCK

Friendship
RUN, RUN, RUN, Down

Animality
(Only after showing Mercy)
Forward, Forward, Down, Down

SHEEVA



SHE WAS HAND-PICKED BY SHAO KAHN TO SERVE AS SINDEL'S PERSONAL PROTECTOR. SHE BECOMES SUSPICIOUS OF SHAO KAHN'S LOYALTY TOWARD HER RACE OF SHOKAN WHEN HE PLACES MOTARO AS THE LEADER OF HIS EXTERMINATION SQUADS. ON THE OUTWORLD, MOTARO'S RACE OF CENTURIANS ARE THE NATURAL ENEMY OF SHOKAN.



Teleport Stomp
Down, Up

Fireball
Down, Forward, HIGH PUNCH

Ground Stomp
Back, Down, Back, HIGH KICK

Fatality



Forward, Down, Down, Forward, LOW PUNCH

Skin Peel Fatality



Hold **HIGH KICK**, press **Forward, Back, Forward, Forward**, then release **HIGH KICK**

Babality
Down, Down, Down, Back, HIGH KICK

Animality
(Only after showing Mercy)
RUN, BLOCK, BLOCK, BLOCK, BLOCK

KUNG LAO



AFTER AVENGING THE DEATH OF HIS GREAT ANCESTOR BY EMERGING SUPREME CHAMPION AGAINST ALL OUTWORLD OPPONENTS, KUNG LAO RETURNS TO EARTH TO TRAIN A NEW GENERATION OF SHAOLIN ALONGSIDE LIU KANG. BUT LAO'S GREATEST CHALLENGES LIE AHEAD, FIGHTING FOR THOSE WHO CANNOT DEFEND THEMSELVES AGAINST SHAO KAHN'S TREACHERY.



Teleport
Down, Up

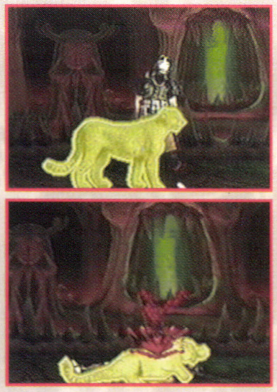
Air Kick
Press **DOWN+HIGH KICK** in mid-air

Whirlwind Spin
Forward, Down, Forward, RUN

Hat Throw
Back, Forward, LOW PUNCH

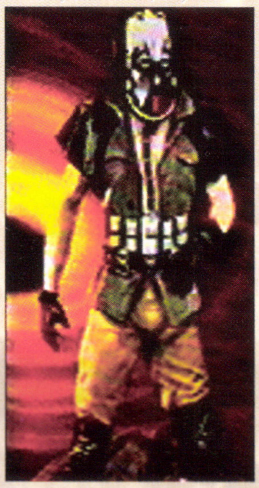
Fatality
RUN+BLOCK, RUN+BLOCK, Down

Animality
(Only after showing Mercy)



RUN, RUN, RUN, RUN, BLOCK

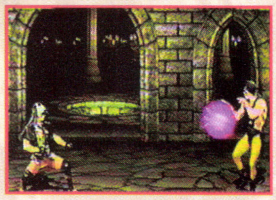
KABAL



AS A CHOSEN WARRIOR, HIS IDENTITY IS A MYSTERY TO ALL. IT'S BELIEVED THAT HE IS A SURVIVOR OF AN ATTACK BY SHAO KAHN'S EXTERMINATION SQUADS. AS A RESULT, HE IS VICIOUSLY SCARRED AND KEPT ALIVE ONLY BY ARTIFICIAL RESPIRATORS AND A RAGE FOR ENDING SHAO KAHN'S CONQUEST.



Tornado Dash
Back, Forward, LOW KICK



Purple Fireball
Back, Back, HIGH PUNCH
(Also works in mid-air)

Blades from Behind
Back, Back, Back, RUN

Fatality
Down, Down, Back, Forward, BLOCK

Fatality 2
RUN, BLOCK, BLOCK, BLOCK, HIGH KICK

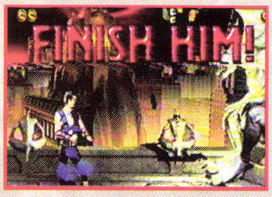
Stage Fatality
BLOCK, BLOCK, HIGH KICK

Babality
RUN, RUN, LOW KICK

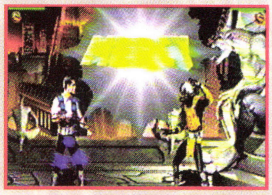
Animality
(Only after showing Mercy)
Hold **HIGH PUNCH**, press **Forward, Forward, Down, Forward** and release **HIGH PUNCH**

3 Have Mercy

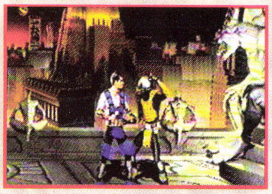
Midway has changed the way the "Mercy" trick works in the latest version of *MK3*. Here's how it works: When you're in the **third round** of a match and the words "Finish Him" (or "Her") appear on the screen, hold the **RUN** button, press **Down**, **Down**, **Down**, **Down** and release **RUN**. This move works for all characters as long as you're not standing close to your opponent. Your enemy will be given a one-time burst of extra energy for a final chance at victory. Important note: You must show mercy to your opponent before attempting to perform your character's Animality!



Hold **RUN**, press **Down**, **Down**, **Down**, **Down** and release **RUN**.



Your opponent gets a tiny bit of energy back.



You must show Mercy before performing your character's Animality.



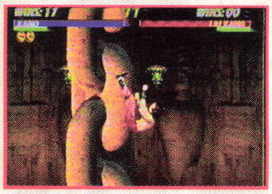
Stage Fatalities

Like the special Pit and Dead Pool fatalities in *Mortal Kombat II*, *MK3* has three stage-specific fatalities that can be performed by any character. These moves are listed as "Stage Fatalities" in the previous five pages. Try them in the Subway, the Bell Tower and the Pit III; these are among the most outrageous finishing moves in the game!

The Pit



Stand close and do your fighter's Stage Fatality.

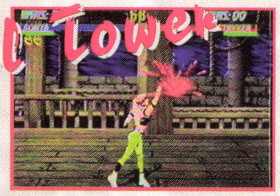


Your enemy will drop into the pit...

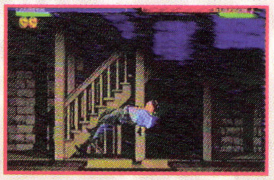


...where razor-sharp spinning blades await!

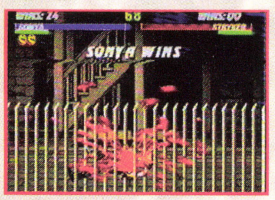
Bell Tower



Try the same move in the Bell Tower.



Your opponent crashes through the tower's wooden floors...



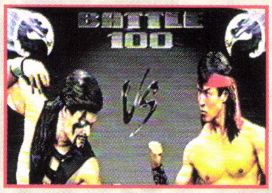
...to be impaled on a bed of spikes in the basement!

The Hidden Game

If you're lucky enough to be on the machine when it reaches Battle 100 in the two-player mode, you'll be treated to a surprise: a hidden game that can be played before the first round of the next match! We don't want to ruin the surprise by showing you what the game looks like, but we'll tell you this: It ain't *Pong*.



Play until the two-player battle counter reaches 100.

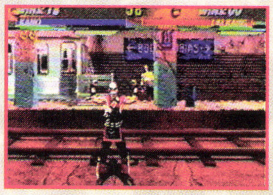


After this message, you'll be sent to a hidden game!

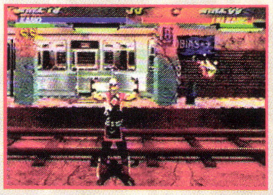
Subway



The move sends your enemy through the Subway ceiling...



...only to crash through to the tracks...



...right into the path of a speeding subway train!

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast Compudyne with Pentium 90 processor, 8 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES; Sega Genesis with CD-ROM and 32X. Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony Play Station, 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	O	W	E	R	N
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- ☐ ($3.00) Computer Contest
- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

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The Secret Codes

At the bottom of the "Vs." screen before a two-player bout, you'll see six boxes, each containing a dragon icon. Player 1 can change the symbols in the first three boxes by pressing **LOW PUNCH**, **BLOCK** and **LOW KICK**; Player 2 can do the same for the other three symbols. The six symbols represent codes which can affect game play.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. For example, pressing the Player 1 **LOW PUNCH** button once will change the dragon icon in the first box into a "MK" symbol; pressing it a second time will change it to the third icon in the sequence (a number 3) and so on. Pressing a button more than nine times will cause the order to start over; in addition, if a player holds the joystick Up, the buttons will advance through the symbols in reverse order (Skull, Shao Kahn, Raiden, etc.) The chart at the right shows the order in which the symbols appear:

0	Dragon
1	MK
2	3
3	Yin/Yang
4	Question Mark
5	Lightning Bolt
6	Goro
7	Raiden
8	Shao Kahn
9	Skull



Fans of Midway's pinball games will also be interested in the company's new *Theatre of Magic* and *No Fear* pinball machines—especially when they hear the news that secret codes for *Mortal Kombat 3* will appear on the dot-matrix video screens of both pinball machines! To access this feature on *Theatre of Magic*, simply hold the Right Flipper button while pressing the **START** button at the beginning of a game; you'll see the words "MORTAL KOMBAT 3 HINTS ENABLED" appear on the dot-matrix screen. Now, as you're playing the game, doing certain things at certain times will cause six symbols to appear on the screen. Write these codes down and try 'em out on the nearest *MK3* machine! Some of the codes listed below will give you hints on how to get more stuff out of the pinball machines, and the pinball games have their own secret cheats; try holding the Left Flipper button when you start *Theatre of Magic*...



Here are some cool codes—test 'em out and write down the results!

Code: 100-100 **Result:**_____	**Code: 707-000** **Result:**_____	**Code: 987-666** **Result:**_____	**Code: 987-123** **Result:**_____
Code: 020-020 **Result:**_____	**Code: 000-707** **Result:**_____	**Code: 466-466** **Result:**_____	**Code: 205-205** **Result:**_____
Code: 033-000 **Result:**_____	**Code: 123-926** **Result:**_____	**Code: 460-460** **Result:**_____	**Code: 769-342** **Result:**_____
Code: 000-033 **Result:**_____	**Code: 282-282** **Result:**_____	**Code: 688-422** **Result:**_____	**Code: 033-564** **Result:**_____

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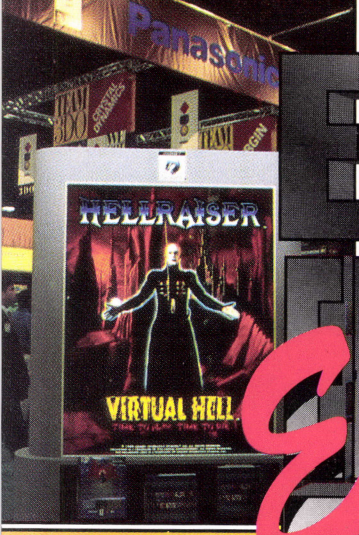
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ELECTRONIC ENTERTAINMENT EXPO

Extravaganza!

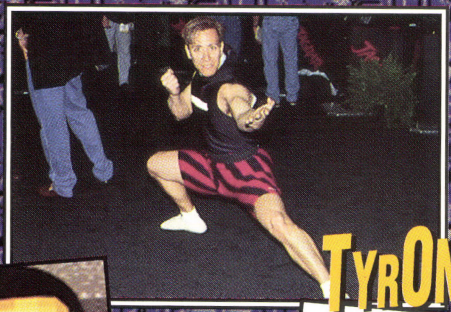
by the staff of VIDEOGAMES

Photography by Ilona Lieberman



The E³ show offered a chance for the interactive entertainment industry to gather and show off all of its new titles coming out in '95 and beyond. And for journalists like us to play games. To meet with industry professionals and learn all about their newest titles. And to play games. To go to parties and schmooze with company big-wigs. And play games! To gather news and information about the interactive entertainment industry. But mostly we went just to play games!

Join the VIDEOGAMES staff as we conquer the Electronic Entertainment Expo and give you the story behind the headlines. Prepare yourself as we uncover the biggest games show ever!



TYRONE



BETTY



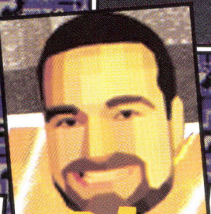
GEOFF



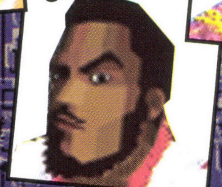
CHRIS G.



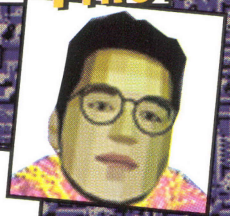
CHRIS B.



DAN

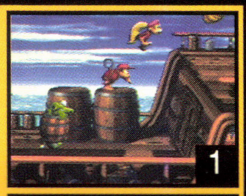


GABE



THE BEST OF THE BEST *OVERALL 10 BEST GAMES (In no particular order)*

1. **DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST (Super NES/Nintendo)**



2. **TEKKEN (Sony PlayStation/Namco)**



3. **VIRTUA COP (Sega Saturn/Sega)**



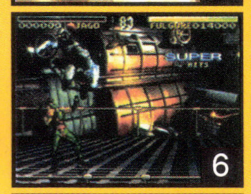
4. **CAPTAIN QUAZAR (3DO/Studio 3DO)**

5. **BATTLE ARENA TOSHINDEN (Sony PlayStation/Sony)**



6. **KILLER INSTINCT (Super NES/Nintendo)**

7. **NHL '96 (3DO/Electronic Arts)**



8. **THE INVINCIBLES (CD-based, 32-bit systems/ Electronic Arts•Bullfrog)**

9. **SEGA RALLY (Arcade/Sega)**

10. **VIRTUA FIGHTER 2 (Sega Saturn•Arcade/Sega)**



E³ = A WHOLE LOTTA SQUARES

The games industry gathered from all over the world and here's our votes for the best of the best.

BEST SURPRISE(S)

(TIE FOR THREE) First seeing the black-and-white picture of the Ultra 64 hardware was a shocker. Then Tom Kalinskie, Sega's head-honcho, announces that the Sega Saturn is in stores right now. Wow! Steve Race of Sony announces the very next day in a one word speech the more than reasonable price of the PlayStation. "$299!" Hooray!!!

BEST BABES

The Bat-Babes at the Acclaim booth enthralled all who walked by.



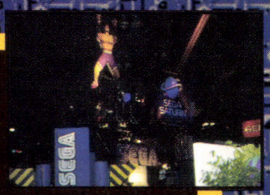
BEST PIN

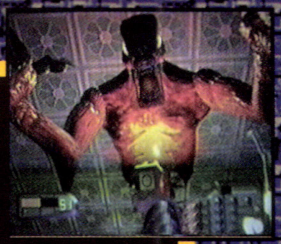
Nintendo's Killer Instinct *metal pins ran out fast and were red hot.*



BEST BOOTH

The Sega booth was like a non-stop disco. The only drawback was that you could get lost in there.





BEST NEW TECHNOLOGY

3DO's 64-bit M2 demonstration garnered gasps from the industry cynics in attendance and resounding applause at the end. Trip Hawkins demonstrated a hovercraft racing game and a first-person 3-D game that ended with an alien creature exploding into a million molecules. The demo was so impressive it was the talk of the show. The new 3DO 64-bit hardware was only shown behind closed doors to a few members of the press and it's totally unique.



BEST COSTUMED FREAK

Cookie Monster from Sesame Street *didn't just wave and try to embarrass everyone. He actually gave out free chocolate chip cookies. That's our kind of monster. Now what game was he promoting again?*

BEST FREEBIE(S)

(TIE FOR TWO) The Nintendo press kits contained a CD of music from Killer Instinct *which only served to remind us all afterward of the pulse-pounding music of the show. The Sega Saturn gas station-style jackets helped keep warm in those cold California nights.*

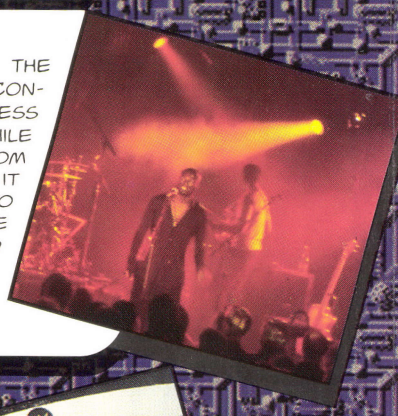




WHILE I ENJOY CHECKING OUT NEW GAME HARDWARE AND SOFTWARE, I HATED THE IDEA OF THIS EXPO BECAUSE IT MEANT THAT I WOULDN'T BE ABLE TO FLY TO CHICAGO FOR THE SUMMER CONSUMER ELECTRONICS SHOW—WHICH IS A GREAT EXCUSE TO VISIT MY FAMILY ONCE A YEAR. IF NOTHING ELSE, AT LEAST I'D BE ABLE TO DRIVE MY OWN CAR AROUND INSTEAD OF HAVING TO PAY FOR CABS.

NINTENDO'S SEAL OF APPROVAL

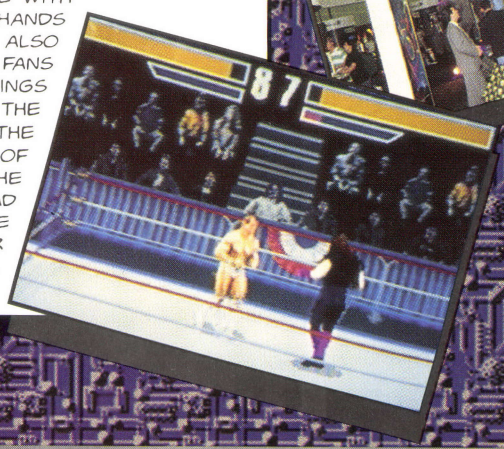
MUCH FUN WAS HAD AT NINTENDO'S RECEPTION AT THE BILTMORE HOTEL; IT WAS ACTUALLY MORE LIKE A ROCK CONCERT WITH FREE FOOD AND DRINKS THAN A BORING PRESS EVENT. SEAL PERFORMED FOR ABOUT AN HOUR, AND WHILE IT MUST HAVE BEEN WEIRD FOR HIM TO PLAY TO A ROOM FILLED WITH NERDS IN SUITS, I'M SURE NINTENDO MADE IT WORTH HIS WALLET...ER, WHILE. LOTS OF SECURITY GORILLAS TRIED TO KEEP OUR PHOTOGRAPHER, ILONA, FROM GETTING ANY PICTURES OF THE STAR ON STAGE, BUT SHE MANAGED TO SNAP A FEW BEFORE THEY TOSSED HER OFF THE BALCONY. A GOOD TIME WAS HAD BY ALL, AND IT'S WORTH MENTIONING THAT SEGA HAD A PARTY ON THE SAME NIGHT, TO WHICH THE PRESS WAS *NOT* INVITED. GRRR...



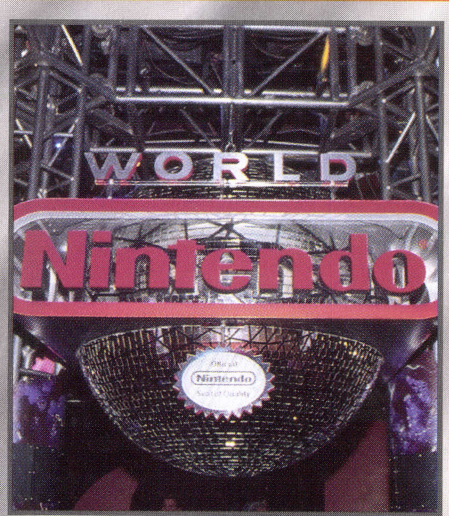
WILLIAMS WHOPPERS

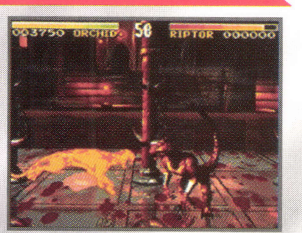
IT WAS A SHOCK TO SEE *MORTAL KOMBAT 3* ON DISPLAY FOR SYSTEMS LIKE THE SUPER NES, GENESIS AND EVEN THE PLAYSTATION, CONSIDERING THAT THE MOST BUG-FREE UPGRADE OF THE COIN-OP VERSION HAD JUST HIT THE ARCADES ABOUT TWO WEEKS BEFORE THE SHOW! THE PLAYSTATION VERSION LOOKS INCREDIBLE; THE LEVEL OF DETAIL MAY NOT BE QUITE AS HIGH AS IN THE ARCADE, BUT ONLY THOSE WITH MAGNIFYING GLASSES AND TOO MUCH TIME ON THEIR HANDS WILL BE ABLE TO TELL THE DIFFERENCE. WILLIAMS ALSO INTRODUCED THE PC HIT *DOOM* FOR THE SUPER NES; FANS OF FIRST-PERSON VIOLENCE WILL FIND THAT IT RUNS RINGS AROUND THE BLOCKY *WOLFENSTEIN 3-D* THAT HIT THE SNES OVER A YEAR AGO. EVEN MORE SHOCKING WAS THE APPEARANCE OF SEVERAL DIFFERENT VERSIONS OF MIDWAY'S NEW WWF WRESTLING GAME OVER AT THE ACCLAIM BOOTH; I MEAN, THE ARCADE VERSION HAD JUST BEEN PLACED IN TEST MARKETS DAYS BEFORE THE SHOW, AND HERE WERE PLAYABLE EDITIONS FOR THE SNES, GENESIS, 32X AND PLAYSTATION! TOO COOL.



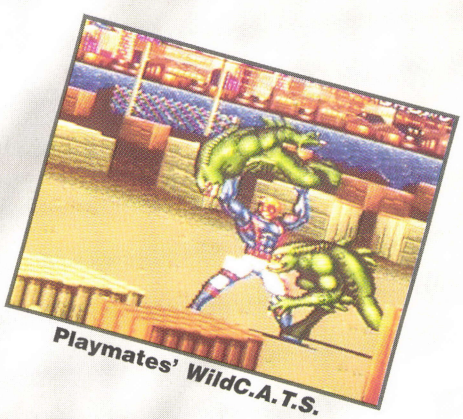


SUPER NES





Nintendo's *Killer Instinct*



Playmates' *WildC.A.T.S.*



Playmates' *Mutant Chronicles*



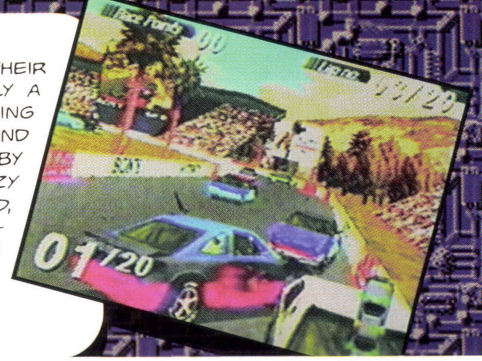
Square Soft's *Chrono Trigger*

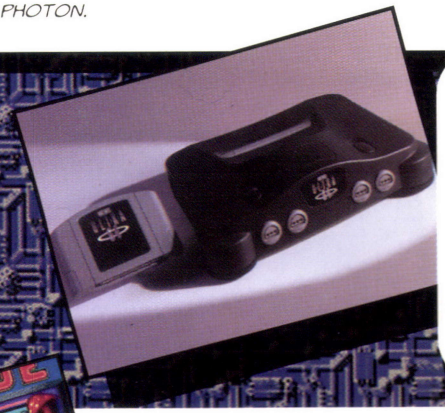


Playmates' *Earthworm Jim 2*

SUPER PSYGNOSIS

SONY'S ACQUISITION OF PSYGNOSIS IS PAYING OFF BIG-TIME. THEIR BOOTH'S BIG OWL OVERLOOKED A STRIKING ARRAY OF NEARLY A DOZEN PLAYSTATION TITLES, INCLUDING THE SHOW-STOPPING *WIPEOUT* (LIKE *F-ZERO* WITH A *RIDGE RACER* PERSPECTIVE) AND *DESTRUCTION DERBY* (AN ULTRA-REALISTIC DEMOLITION DERBY GAME.) OTHER PSYGNOSIS PLAYSTATION GAMES INCLUDED *KRAZY IVAN* (A COOL GIANT ROBOT ADVENTURE) AND *LEMMINGS 3-D*, WHICH ACTUALLY ALLOWS YOU TO SEE THE PLAYFIELD IN A FIRST-PERSON PERSPECTIVE THROUGH THE EYES OF ANY LEMMING ON THE BOARD. ALSO, LOOK OUT FOR THE ULTRA-COOL *ASSAULT RIGS*, A MULTI-PLAYER TANK GAME THAT LOOKS LIKE *TRON* AND PLAYS LIKE *PHOTON*.





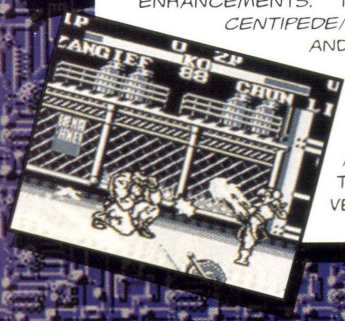
ULTRA 64 STUFF

THE BIGGEST NEWS ABOUT NINTENDO'S ULTRA 64 WAS THAT IT WASN'T SHOWN! I SAT THROUGH A PRESS CONFERENCE AND WATCHED A VIDEO TAPE OF PEOPLE LIKE LUCASARTS' RANDALL KOMMISAR AND ACCLAIM CEO GREGORY FISCHBACH RAVING AND DROOLING OVER NINTENDO'S EFFORTS. ODDLY, KOMMISAR'S STATEMENTS ABOUT LUCASARTS' PLANS FOR *STAR WARS* GAMES ON THE ULTRA 64 SEEMED TO HAVE BEEN MADE BEFORE HE LEFT THE COMPANY JUST PRIOR TO THE SHOW, AND FISCHBACH'S OUT-OF-CONTEXT COMMENTS ABOUT UPCOMING ACCLAIM SOFTWARE NEVER SPECIFICALLY MENTIONED THAT IT WAS ULTRA 64 SOFTWARE THAT HE WAS REFERRING TO. HMMM...



GAME BOY CLASSICS

WHILE THE CONTINUED SUCCESS OF THE GAME BOY HAS CONFOUNDED SOME INDUSTRY EXPERTS, WE'VE FOUND THAT IT'S THE BEST SYSTEM FOR OLD-SCHOOL PLAYERS TO EXPERIENCE CLASSICS LIKE *DONKEY KONG*, *SPACE INVADERS*, *DIG DUG* AND OTHERS IN THE '90S. NINTENDO OBVIOUSLY AGREES, BECAUSE IT HAS A STELLAR LINE-UP OF TWO-IN-ONE GAME BOY CARTS PLANNED FOR THE SECOND HALF OF 1995, EACH OF WHICH HAS SUPER GAME BOY COLOR AND BORDER ENHANCEMENTS. THE LIST: *ASTEROIDS/MISSILE COMMAND* IN JULY, *CENTIPEDE/MILLIPEDE* IN AUGUST, *GALAGA/GALAXIAN* IN SEPTEMBER AND *DEFENDER/JOUST* IN OCTOBER. NEVER MIND THE FACT THAT *ASTEROIDS*, *MISSILE COMMAND* AND *CENTIPEDE* HAVE ALL BEEN AVAILABLE FOR THE GAME BOY FOR SEVERAL YEARS, COURTESY OF ACCOLADE; AT $29.95 EACH, THESE NEW CARTS CAN'T BE PASSED UP. THERE'S ALSO THE NEO-CLASSIC *STREET FIGHTER II*; COMING TO THE GAME BOY IN AUGUST, THIS WILL BE THE FIRST 8-BIT VERSION OF THE ARCADE CLASSIC IN THE U.S.



IF WE HADN'T ALREADY PLAYED *TEKKEN* AND *TOH SHIN DEN* BEFORE THE SHOW, I'M SURE THAT THOSE ARE THE GAMES THAT EVERYBODY WOULD BE TALKING ABOUT. INSTEAD, THEY'RE JUST A PART OF THE BATCH OF INCREDIBLE GAMES THAT MADE THIS EXPO WORTHWHILE FOR ME. PLUS, IT'S ALWAYS NICE TO SEE JOE, RANDY, TERRY, MARK, JIMMY, HO SUNG, SEIICHI, ROGER, POOCH AND THE REST OF MY FRIENDS FROM THE INDUSTRY. A VERY SPECIAL THANKS TO PAUL BALDWIN, FOR LETTING NINE OF US INTO THE DOMARK PARTY WITH JUST THREE INVITATIONS. CAN WE DO THIS IN CHICAGO NEXT YEAR?

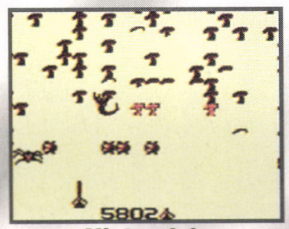
GAME BOY



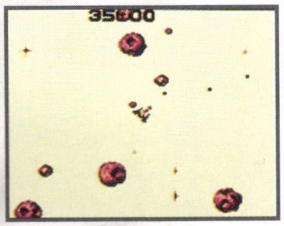
Nintendo's *Missile Command*



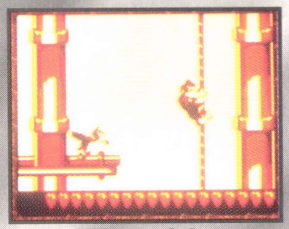
Nintendo's *Galaga*



Nintendo's *Centipede*



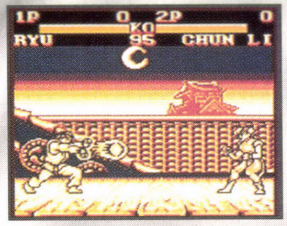
Nintendo's *Asteroids*



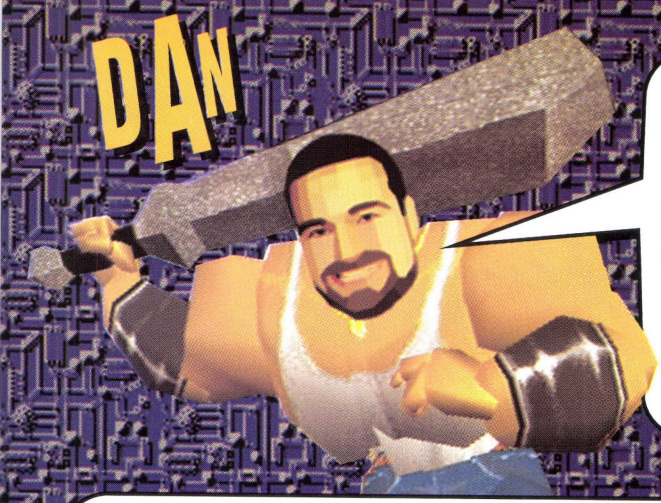
Nintendo's *Donkey Kong Land*



Playmates' *World Heroes 2 Jet*



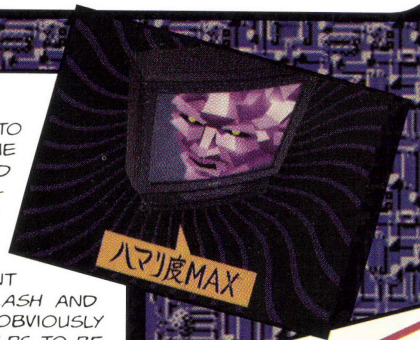
Nintendo's *Street Fighter II*



THE BIG COMPANIES' THEME PARK-SIZED BOOTHS, THE NIGHTLY SCHMOOZE-FEST PARTIES, THE ENDLESS BARRAGE OF QUICK-CUT VIDEO AND LOUD, LOUSY POP MUSIC AS A NEWCOMER TO THE CONVENTION SCENE, E³ LEFT ME POSITIVELY CATATONIC. BUT THOUGH I NOW DROOL UNCONTROLLABLY AND REACT ADVERSELY TO SUDDEN LOUD NOISES, I MUST ADMIT THE CONVENTION TAUGHT ME MORE THAN A THING OR TWO ABOUT THE VIDEO-GAME INDUSTRY. FOR THIS NEW KID ON THE *VIDEOGAMES* BLOCK, ATTENDING E³ WAS TRULY A BAPTISM BY FIRE, AND THE MOST EFFICIENT METHOD I'VE EVER FOUND FOR GETTING PAINFULLY SORE FEET AND DOZENS OF FREE T-SHIRTS.

SONY—NO BALONEY

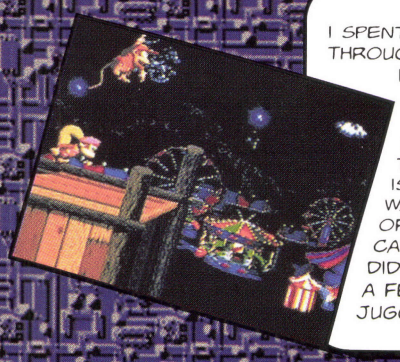
ANY QUESTIONS I HAD ABOUT SONY'S ABILITY TO MARKET ITS CONSOLE TO THE SEGA GENERATION WERE DISSOLVED AFTER MY VISIT TO THE PLAYSTATION PROMOTIONAL FORTRESS. ANYONE WANTING TO ENTER HAD TO FIRST STAND IN LINE AND BE TREATED TO A BARRAGE OF PROMOTIONAL VIDEOS, GAME FOOTAGE AND BOMBASTIC TECHNO MUSIC. ONCE INSIDE, THINGS CALMED DOWN AND I WAS GIVEN THE OPPORTUNITY TO PLAY THE FIRST CROP OF PLAYSTATION TITLES. I HAD ALREADY PLAYED BATTLE ARENA *TOSHINDEN* AND *TEKKEN* BACK AT THE OFFICE, SO I SPENT MY TIME EXPERIMENTING WITH THE THE MORE UNSUNG *JUMPING FLASH* AND *DESTRUCTION DERBY*, BOTH OF WHICH WERE A LOT OF FUN. SONY OBVIOUSLY UNDERSTANDS THAT WHEN YOU'RE TRYING TO SELL VIDEO GAMES, IT HELPS TO BE LOUD AND OBNOXIOUS. I ESPECIALLY LIKED SOME OF SONY'S BANNERS, WHICH FEATURED THEIR PRICKLY PIXEL-HEADED MASCOT (DOES THIS GUY HAVE A NAME YET?) EXCLAIMING, "PLAYSTATION EATS THE COMPETITION FOR BREAKFAST, THEN THROWS UP!" VOMIT SELLS, I GUESS.





WHISTLIN' DIXIE

I SPENT HOURS BENEATH A HOUSE-SIZED DKC2BANNER TRYING TO PLAY THROUGH AS MUCH OF THE GAME AS I COULD. (I FIGURED IT WAS UNLIKELY I'D EVER GET TO PLAY IT ON SUCH A BIG SCREEN AGAIN MY APARTMENT IS SMALLER THAN THAT TV WAS!) IT WAS FRUSTRATING AT TIMES, BECAUSE THE VERSION ON DISPLAY WAS ONLY ABOUT 20% COMPLETE ONLY FIVE LEVELS COULD BE ACCESSED, AND WITHIN THOSE LEVELS, A BUNCH OF THINGS DIDN'T WORK CORRECTLY. STILL, IT WAS ENOUGH TO TELL THAT THE GAME IS GOING TO BE BANANA-RIFFIC WHEN IT'S RELEASED THIS FALL. AND THE MUSIC WAS SOME OF THE BEST I'VE EVER HEARD IN A VIDEO GAME. I GOT THE MOVEMENTS OF DIDDY AND HIS NEW GIRLFRIEND DIXIE KONG DOWN PAT, AND FOUND THAT YOU CAN DO A LOT MORE WITH THE TWO OF THEM THAN YOU COULD WITH DONKEY AND DIDDY IN THE FIRST GAME. AND IF THE CHARACTERS STAND STILL FOR MORE THAN A FEW SECONDS, DIXIE SITS DOWN TO DRINK A CAN OF SODA AND DIDDY STARTS TO JUGGLE. IT WAS ALL SO DARNED CUTE, I COULD HARDLY STAND IT.



GENESIS

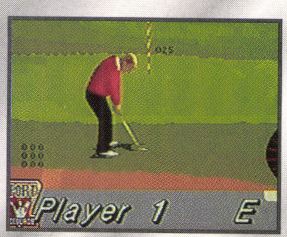




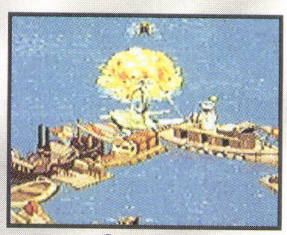
Playmates'
Earthworm Jim II



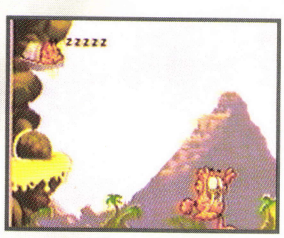
Accolade's
Beyond ZT



Accolade's
Nicklaus Golf



Ocean's
Waterworld



Sega's
Garfield: Caught in the Act

3-D HOUSE OF HORRORS



NINTENDO NEVER RELEASED PHOTOS OF THE GAMES FOR VIRTUAL BOY, BECAUSE THEY SAID IT WAS NECESSARY TO SEE IT IN REAL-LIFE TO GET THE FULL 3-D EFFECT OF THE GAMES. WELL, AFTER VISITING THE VIRTUAL BOY BOOTH WITHIN THE NINTENDO BOOTH (BOOTHS WITHIN BOOTHS! WHERE WILL IT ALL END?) I HAVE A CONFESSION TO MAKE: I STILL DON'T GET IT! I LOOKED AT THE GIANT SCREENS THROUGH MY 3-D GOGGLES, I PLANTED MY FACE ON THE VIRTUAL BOY'S VISOR AND PLAYED THE GAMES SILLY, AND NEVER HAD ANY SORT OF LIFE-ALTERING GAMING EXPERIENCE. THIS PRODUCT WILL NO DOUBT BE DIFFICULT TO MARKET, BECAUSE YOU CAN'T SHOW THE GAMES ON TV OR IN PRINT ADS AND HAVE THEM LOOK THE LEAST BIT INTERESTING. IT MAY BE 32-BIT, BUT THE GAMES I SAW LOOKED LIKE LITTLE MORE THAN COPIES OF THE VECTOR ARCADE GAMES OF THE EARLY '80S. I ALSO LEARNED THAT THE STRAP THAT HOLDS THE VIRTUAL BOY TO YOUR FACE WON'T COME WITH THE BASIC SET, BUT WILL BE AVAILABLE ONLY AS AN ACCESSORY. SHEESH! WHAT A BUNCH OF VIRTUAL CHEAPSKATES!

JAGUAR VR TEST DRIVE



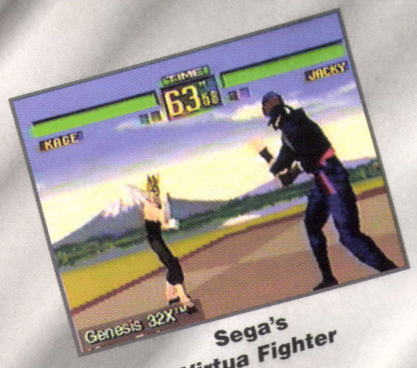
FOLLOWING THE DISAPPOINTMENT OF VIRTUAL BOY, ATARI GAVE ME A CHANCE TO PLAY AROUND WITH *REAL* VIRTUAL REALITY. I HAPPILY STEPPED UP ONTO A STAGE AND PUT THE RIDICULOUS-LOOKING JAGUAR CYBER-VISOR ON MY HEAD. THE ILLUSION OF REALITY WAS AS GOOD AS COULD BE HOPED, WITH EVEN MINOR HEAD MOVEMENTS REGISTERING ON THE VISOR'S SCREEN. MY ONLY COMPLAINT ABOUT THE *DOOM*-LIKE GAME I PLAYED WAS THAT IT NEVER REQUIRED THE PLAYER TO TAKE FULL ADVANTAGE OF THE HARDWARE'S POTENTAL BY LOOKING STRAIGHT UP OR STRAIGHT DOWN. THE THING ABOUT VIRTUAL REALITY IS THAT TO PEOPLE ON THE OUTSIDE, YOU LOOK PRETTY DARNED STUPID AS YOU SIT THERE SPINNING AROUND AND BOBBING YOUR HEAD ALL OVER THE PLACE. SO I WAS YELLING THINGS TO MY CO-WORKERS BELOW LIKE, "WHOAH! I'M IN CYBERSPACE! WHOO! WHOO!" OF COURSE, WHEN I TOOK OFF THE VISOR, MY "FRIENDS" WERE LONG GONE, AND I FELT LIKE AN IDIOT. STRANGELY ENOUGH, THIS WAS ONLY A HARDWARE DEMONSTRATION. THE GAME I PLAYED WAS RUN ON AN IBM COMPUTER AND NOT THE JAGUAR. BUT IF THE GAMES ON THE JAGUAR END UP LOOKING AS GOOD AS THE ONE I PLAYED, ATARI HAS ONE HECK OF AN INNOVATIVE PRODUCT ON ITS HANDS.

REBEL YELL

I KNOW, I KNOW, *REBEL ASSAULT II* IS ONLY GOING TO BE AVAILABLE ON COMPUTER PLATFORMS AT FIRST. BUT I COULDN'T RESIST THE CHANCE OF SEEING THE LONG-AWAITED SEQUEL TO *REBEL ASSAULT*, AND MAYBE EVEN RUBBING ELBOWS WITH THE MAN HIMSELF, GEORGE LUCAS. LUCAS NEVER SHOWED, BUT *REBEL ASSAULT II* WAS MIND-BLOWING. THE GAME DESIGNERS AT LUCASARTS FILMED PEOPLE WEARING ACTUAL *STAR WARS* COSTUMES, THEN COMPOSITED THOSE PEOPLE INTO COMPUTER-RENDERED SPACESHIPS. UNLIKE THE SHIPS IN MOST GAMES, LUCASARTS TEXTURE-MAPPED DIRT AND GRIME ONTO THE SHIPS' SURFACES TO MAKE THEM APPEAR DINGED UP LIKE THE MODELS USED IN THE ORIGINAL MOVIES. THE RESULT IS SOMETHING THAT LOOKS LIKE A WHOLE NEW *STAR WARS* FILM. FOR GEEKS LIKE ME, THAT'S A BIG DEAL. WITHOUT BEING SPECIFIC ABOUT THE DATES OR PLATFORMS, THE LUCASARTS PROMOTIONAL WEASELS I MET WITH TOLD ME THAT *REBEL ASSAULT II* WILL EVENTUALLY BE MADE AVAILABLE FOR CONSOLES, JUST LIKE ITS PREDECESSOR WAS.

WHEN E³ ENDED, I HEADED FOR HOME AND COLLAPSED, EXHAUSTED AFTER DAYS OF DODGING THE DOZENS OF IRRITATING PROMOTIONAL MIMES HIRED BY VARIOUS COMPANIES. (MEMO TO CLUELESS GAME COMPANIES: EVERYONE HATES MIMES!) MY FINAL ANALYSIS OF THE CONVENTION? CUTTING-EDGE VIDEO GAMES, *STAR WARS* AND THE CHANCE TO INSULT MIMES. I LOVE THIS JOB.

32X



Sega's Virtua Fighter



Sega's *Kolibri*



Sega's *Wild Woody*



Sega's *Wirehead*



Sega's *Adventures of Batman & Robin*

BETTY

THOUGH IT DIDN'T TURN OUT TO BE THE DISCO OF A VIDEO GAMES CONVENTION THAT I'VE ALWAYS FANTASIZED ABOUT (THERE WERE TUBAS AND TRUMPETS AND NO ONE WAS WEARING PLATFORM SHOES) I WAS IMPRESSED BY THE ELECTRONIC ENTERTAINMENT EXPO FOR SEVERAL REASONS. FIRST, IT WAS HERE IN L.A., OUR OWN HOME TOWN; THE ONLY BETTER PLACE WOULD PROBABLY BE TOKYO. THE THING I APPRECIATED MOST ABOUT E³ WAS SIMPLY THE FACT THAT IT WAS ALL GAMES; NO CAR STEREOS, NO CELLULAR PHONES, NOTHING BUT GAMES. PLUS I BUMPED INTO RUDY RAY MOORE (DOLEMITE). STILL, THEY SHOULD HAVE BEEN BLASTING DONNA SUMMER'S "BAD GIRLS" THROUGH THE P.A. SYSTEM.



SEGA GETS DOWN

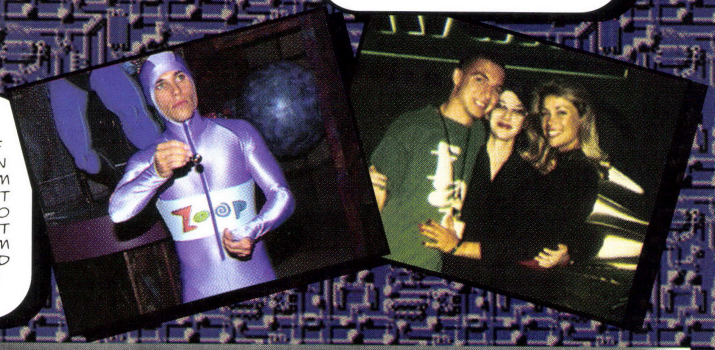
ONCE AGAIN, THE BOOTH TO HIT CLOSEST TO THE DISCO VIBE WAS SEGA. YOU SHOULD HAVE SEEN ALL THE ARCADE MACHINES: *VIRTUA COP, VIRTUA FIGHTER 2* AND *VIRTUA FIGHTER 2 DELUXE, SEGA RALLY* AND *DAYTONA USA*. EIGHT *SEGA RALLY* MACHINES LINKED TOGETHER AND EIGHT *DAYTONA USA* MACHINES LINKED TOGETHER...AMAZING. SEGA BROUGHT A BUNCH OF LITTLE KIDS IN BY BUS, AND THEY WERE HYPED TO PLAY ALL THOSE GAMES FOR FREE. THE BOOTH DISPLAYED A WHOLE SLEW OF NEW SATURN GAMES, 32X GAMES, GENESIS GAMES, ETC. THE SATURN AREA INCLUDED A SCREEN UPON WHICH THE NEW SATURN COMMERCIALS COULD BE SEEN; YOU KNOW, THE ONES WITH THE BALD LADY. I EVEN PICKED UP A *VIRTUA FIGHTER* COMIC BOOK.

SEGA ALSO DISPLAYED SEVERAL UPCOMING GAMES FOR THE GENESIS 32X, INCLUDING *SPIDER-MAN: WEB OF FIRE, KOLIBRI, X-MEN, WORLD SERIES BASEBALL 32X* AND *PRIME TIME NFL FOOTBALL 32X*. THE 32X VERSION OF *VIRTUA FIGHTER* WILL BE OUT THIS SUMMER AND WILL FEATURE OVER 700 FIGHTING MOVES AND THREE DIFFERENT CAMERA ANGLES. THE *X-MEN* GAME LOOKED FUN; WOLVERINE, BISHOP, ROGUE AND ICEMAN FIND THEMSELVES IN AN ADVENTURE NOT UNLIKE THE HIT PC GAME, *ALONE IN THE DARK*.

TALK ZOOP

AND THEN THERE'S *ZOOP*, VIACOM NEW MEDIA'S NEW PUZZLE GAME FOR SEGA GENESIS, SUPER NES, GAME GEAR, GAME BOY, SONY PLAYSTATION AND SEGA SATURN. I GOT TO MEET BO JACKSON AT THE *ZOOP* BOOTH WHERE HE INTRODUCED THE GAME. HE'S NOT AS TALL AS I THOUGHT HE WOULD BE, BUT THAT BOY IS STOCKY. SO WHAT'S *ZOOP*? IT'S A PUZZLE GAME IN WHICH YOU HAVE TO DEFEND THE CENTER SQUARE BY SHOOTING AT ONCOMING ROWS OF MULTI-COLORED, FAST-MOVING SHAPES THAT APPROACH YOU FROM FOUR DIRECTIONS. THERE ARE 10 DIFFERENT INCREASINGLY DIFFICULT LEVELS. THE CRAZIEST THING ABOUT *ZOOP* AND THE VIACOM BOOTH WERE THE *ZOOP* MIMES WHO WERE REALLY, REALLY FREAKY AND ACTUALLY SCARED ME. THEY WERE DIFFICULT TO LOOK AT.

E³ WAS ALMOST EVERYTHING I IMAGINED IT WOULD BE (EXCEPT FOR THE DISCO STUFF.) IT WAS TOO SHORT, THOUGH. I DIDN'T HAVE ENOUGH TIME TO SEE EVERY GAME.

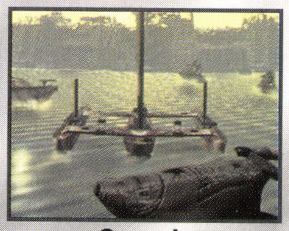


THE MEN OF E³

YOU MAY HAVE NOTICED GEOFF'S OBSERVATIONS ON THE "WOMEN OF E³," SO HERE'S THE OBLIGATORY DISTAFF VIEWPOINT. I DID HAVE FUN GETTING MY PICTURE TAKEN WITH THE MODELS AT THE ACCLAIM BOOTH ON JUDGE DREDD'S LAWMASTER MOTORCYCLE AND IN FRONT OF THE NEW BATMOBILE. I FELT BAD FOR THEM THOUGH, HAVING TO GET THEIR PICTURE TAKEN WITH CREEPY MEN ALL DAY LONG. BUT LET'S TALK ABOUT KLINGONS: THE TWO KLINGONS AT THE SPECTRUM HOLOBYTE BOOTH WERE ACTUALLY MY FAVORITE "MEN OF E³"...AND THE GUY DRESSED UP AS EVEL KNIEVEL CAME IN A CLOSE SECOND.

SEGA SATURN

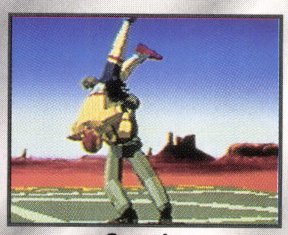




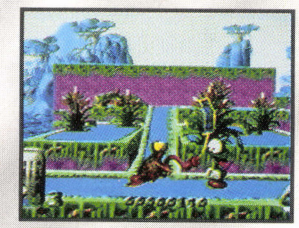
Ocean's *Waterworld*



Koei's *Romance of the Three Kingdoms IV*



Sega's *Virtua Fighter*



Sega's *Bug!*



Sega's *Worldwide Soccer*

The E3 Show

THE ELECTRONIC ENTERTAINMENT EXPO: FLASHING LIGHTS, LOUD MUSIC AND A MYRIAD OF DAZZLING THINGS TO LOOK AT. FOR A FIRST-TIMER SUCH AS MYSELF, E³ WAS EDEN, A GAMING PARADISE. HOW DID A BUMPKIN LIKE MYSELF COME SO FAR?



THE WOMEN OF E³

IT IS EXCITING TO SEE THE PATHS WHICH OUR INDUSTRY IS TAKING AS WE ENTER THE 21ST CENTURY; SATURN, PLAYSTATION, ULTRA 64 AND VIRTUAL REALITY TECHNOLOGY ARE ALL AMAZING NEW LEVELS OF VIDEO GAMING. IT WASN'T THESE THINGS, THOUGH, THAT IMPRESSED ME THE MOST. IT WAS THE WOMEN OF E³. EVERY MAJOR COMPANY WITH A BIG BOOTH HAD WALL-TO-WALL BABES SHOWING OFF ITS PRODUCTS. IN THE NINTENDO BOOTH, THE *KILLER INSTINCT* GIRLS WOULD SURROUND YOU AS YOU PLAYED THE GAME ON THE SNES. OVER AT ACCLAIM, BEAUTIFUL *BATMAN FOREVER* BUNNIES LOUNGED AROUND THE CAPED CRUSADER'S WHEELS, TAKING PHOTOS WITH EAGER EXHIBITORS. ARE ALL OF THESE ATTRACTIVE WOMEN ACTUALLY FULL-TIME EMPLOYEES OF THE COMPANIES THEY WERE REPRESENTING AT THE SHOW? WELL, SOME OF THEM ARE, BUT MOST OF THEM HAD BEEN HIRED FOR THREE DAYS TO DEMONSTRATE PRODUCTS BECAUSE (EVEN AFTER SEVERAL DECADES AND HUNDREDS OF N.O.W. RALLIES) SEXY WOMEN ARE STILL BEING USED TO SELL STUFF.





GEOFF'S PICKS

TWO OF THE COOLEST GAMES THAT I SAW AT THE SHOW WERE UBI SOFT'S UBIQUITOUS *RAYMAN* FOR THE JAGUAR AND EA'S *NHL '96* FOR 3DO. *RAYMAN*, WHILE NOT EARTH-SHATTERING, WAS A GREAT-LOOKING PLATFORM GAME THAT CHILDREN AND ADULTS ALIKE WILL LOVE. *NHL '96*, ON THE OTHER HAND, WILL DEFINITELY BLOW YOU AWAY. IMAGINE A HOCKEY GAME AS WELL-DESIGNED AS *NHL '94* AND *'95*, BUT WITH ENHANCED GRAPHICS AND A 3/4 VIEW OF THE RINK. WHAT YOU GET IS THE BEST HOCKEY GAME EVER MADE FOR ANY SYSTEM. SPORTS FANS WILL BE DROOLING OVER THIS GAME WHEN THEY SEE IT.



LAWNMOWER MANIA

ON A WEIRDER NOTE, I SAT THROUGH A PRESS CONFERENCE ABOUT THE NEW MOVIE/GAME TIE-IN FOR *LAWNMOWER MAN 2*. DID THE FIRST MOVIE NEED A SEQUEL? NOT IN MY OPINION. IN THIS ONE, JEFF FAHEY HAS BEEN REPLACED BY MATT (MAX HEADROOM) FREWER AS JOBE. THEY SHOWED US A TEN-MINUTE CLIP OF THE FILM, AND BOY, I WAS NOT IMPRESSED. THE GOOD NEWS IS THAT THE GAME IS BEING DEVELOPED BY SCI, THE FOLKS WHO TOOK THE ORIGINAL *LAWNMOWER MAN* FILM AND TURNED IT INTO A SPECTACULAR SNES/GENESIS GAME THAT WAS TEN TIMES BETTER THAN THE MOVIE.

FOR THE MOST PART, E³ WAS INTERESTING. LOTS OF GAMES, CELEBS AND PARTIES SUPPLYING FREE DRINKS. I LOOK FORWARD TO THE NEXT CONSUMER ELECTRONICS SHOW IN VEGAS.



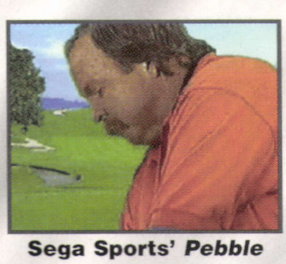
SEGA SATURN



Sega's *Virtua Cop*



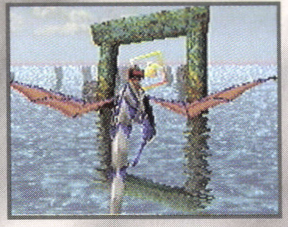
Virgin's *Spot Goes to Hollywood*



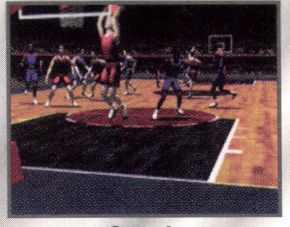
Sega Sports' *Pebble Beach Golf Links*



Sega Sports' *NHL Hockey*



Sega's *Panzer Dragoon*



Sega's *NBA Action*



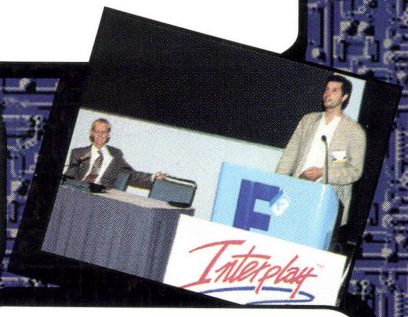
Konami's *MLBPA Baseball*

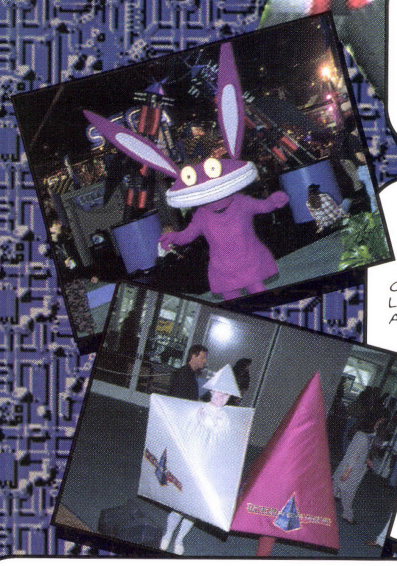


E³: VIDEO GAMES AND NOTHING BUT, A SHRINE BUILT TO WORSHIP ELECTRONIC MAYHEM. MECCA FOR MANY A GAMER, AND THE UNDOING OF MANY A MAN'S SANITY. BOY, WAS I LOOKING FORWARD TO IT! UNLIKE THE WINTER CES, I WAS GOING TO BE OVERLOADED WITH INFORMATION BECAUSE 1995 IS THE YEAR THAT IT'S GOING DOWN; THE BIGGEST YEAR EVER IN VIDEOGAME HISTORY. THE PLAYSTATION, THE SATURN, 3DO'S M2 EXPANSION, NEW SNES AND GENESIS GAMES AHHHH! I HADN'T EVEN SET FOOT INSIDE THE DOOR AND MY BRAIN WAS ALREADY ON OVERLOAD.

VIRTUAL BOMBER

I CHECKED OUT HUDSON SOFT'S NEW VIRTUAL BOY *BOMBERMAN* TITLE, *PANIC BOMBER*, AND IT BLEW ME AWAY. IN THIS *PUYO PUYO*-TYPE PUZZLER, YOU BATTLE THE MYSTERIOUS MIDNIGHT BOMBERS WHO'D LIKE NOTHING BETTER THAN TO BLOW YOUR BOMBERBUTT TO KINGDOM COME. THE GAME'S ADDICTIVE PLAYABILITY MATCHED WITH THE VIRTUAL BOY'S VERTIGO-INDUCING 3-D EFFECTS COMBINE TO CREATE YET ANOTHER BOMBERMAN CLASSIC.





EARTHWORM JIM 2: *GROOVY!*

YES, IT REALLY DOES EXIST. WHILE HORDES OF FOLK ARE BREATHLESSLY AWAITING THE ARRIVAL OF *DONKEY KONG COUNTRY 2*, I'M LOOKING FORWARD TO THE RELEASE OF THIS STELLAR CART. I WAS PRIVILEGED ENOUGH TO PLAY QUITE A FEW LEVELS AT THE SHOW AND WHAT I SAW KNOCKED ME OFF MY FEET. SHINY HAS DONE WHAT EVERYBODY HOPES A VIDEO GAME COMPANY WILL DO WHEN THEY MAKE A SEQUEL: LOOK TO THE ORIGINAL FOR INSPIRATION, BUT WHEN IT COMES TO THE GAME'S EXECUTION, BE BRAVE ENOUGH TO ROCK THE BELLS. THE STAGES I SAW WERE INCREDIBLE! ONE LEVEL HAS JIM RUNNING OVER MOUNTAINS OF PAPERWORK AS GHOSTLY TAX FORMS FLOAT IN AND OUT OF THE BACKGROUND, AND YET ANOTHER IS AN AMAZING FLYING LEVEL WHICH LOOKS LIKE IT WAS LIFTED STRAIGHT FROM *PETER PAN*. THESE STAGES WERE EVEN COMPLETELY FINISHED AND I'M DROOLING! YOW!

INTERPLAY BUYS SHINY ENTERTAINMENT

DURING E³ INTERPLAY ANNOUNCED THAT IT HAD ACQUIRED SHINY, THE MAKER OF *EARTHWORM JIM*. WHAT DOES THIS MEAN FOR SHINY AND INTERPLAY? THEY'LL BE MAKING LOTS OF DOUGH, THAT'S WHAT IT MEANS. WITH THE *EARTHWORM JIM* ANIMATED TV SERIES DEBUTING THIS FALL ON THE WARNER BROTHERS KIDS NETWORK AND THE IMMINENT RELEASE OF THE COOL EARTHWORM JIM TOYS FROM PLAYMATES, '95 IS TURNING OUT TO BE THE YEAR OF THE WORM.

MAN, YOU'RE A CHARACTER

ONE OF THE STRANGEST THINGS ABOUT SOFTWARE EXPOS IS THE ABUNDANCE OF DRESSED-UP FREAKS IN ATTENDANCE. THESE PEOPLE ARE HIRED BY COMPANIES TO DRESS UP AS THEIR SIGNATURE CHARACTERS FOR THREE DAYS AND ACT LIKE THEY REALLY ENJOY PRANCING AROUND IN A HELLISHLY HOT COSTUME. THERE WERE MIMES, SPACE ALIENS, BIG BUGS, EVEL KNIEVEL AND EVEN JULIUS CEASAR. SOME GUYS, LIKE THE DUDE DRESSED UP AS WALDO, HAVE GOT MADE; HE'S *SUPPOSED* TO WANDER AROUND. FOR OTHERS, E³ MUST HAVE SEEMED LIKE A NEVER-ENDING ORDEAL. I HAD TO RESIST THE URGE TO HASSLE THE EYELESS WALKING RED PYRAMID FROM THE 3DO GAME *ICEBREAKER*, BECAUSE IT WAS BEING LED AROUND BY A WHITE PYRAMID AND I WAS AFRAID THAT THE WHITE PYRAMID WOULD PERFORM SOME JUDO ON ME.

SOME COMPANIES HAVE A SET-UP IN WHICH THEY ENCOURAGE YOU TO SIT DOWN WITH THEIR CHARACTER WHILE THEY TAKE A POLAROID OF YOU. MY FAVORITE CHARACTERS WERE GAMETEK'S BALDIES, MIDGETS DRESSED UP IN FOAM HEADS. THEY WERE FORBIDDEN TO SPEAK, BUT ONE OF THEM BROKE THE SILENCE WHEN SHE ASKED ME, "WEREN'T YOU HERE YESTERDAY?" AS I SAT DOWN FOR ANOTHER PICTURE. YES INDEEDY, I SURE 'NUFF WAS

NEO GEO CD REVISITED

ACCORDING TO SNK, THIS SYSTEM IS FINALLY GOING TO SHIP IN THE FALL. IT'LL COST YOU SOME BONES, THOUGH: FOR WHAT THEY SAY WILL BE "WELL UNDER $500", YOU'LL GET THE SYSTEM, A CONTROLLER AND A FEW PACK-IN GAMES. WITH APPROXIMATELY 70 TITLES AVAILABLE AT LAUNCH, A DEDICATED FAN BASE AND A MUCH LOWER SOFTWARE PRICE THAN THE OLD NEO GEO SYSTEM, I'LL BET THAT SNK CAN HOLD ITS OWN. THE NEO GEO CD HAS GAMES THAT ARE FUN TO PLAY, AND THAT'S ALL I CARE ABOUT.

IF YOU HAD BEEN THERE, YOU STILL WOULDN'T HAVE BELIEVED IT. THREE DAYS OF SEEING NEW VIDEO GAMES, PLAYING NEW VIDEO GAMES AND A LOT OF WALKING AROUND. THE SCENT OF COMPETITION WAS HEAVY IN THE AIR AT E³, BUT FOR GAMERS LIKE YOU AND ME, IT LOOKS LIKE 1995 IS GONG TO BE TOTAL PARADISE. THE *BOMBERMAN* SAGA CONTINUES...

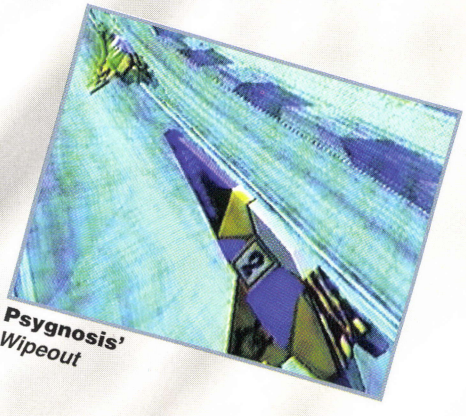
PLAYSTATION



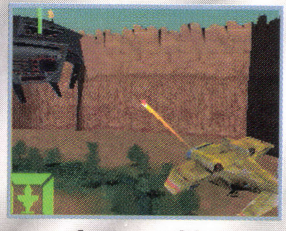
Sony's *Demolition Derby*



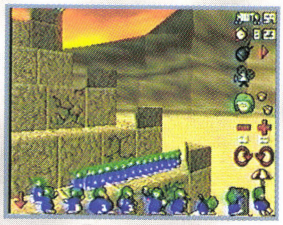
Virgin's *Spot Goes to Hollywood*



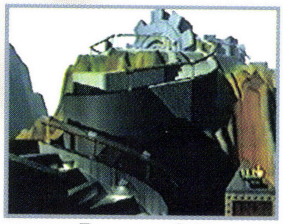
Psygnosis' *Wipeout*



Imagesoft's *Warhawk*



Psygnosis' *Lemmings 3D*



Psygnosis' *Myst*

The E3 Show

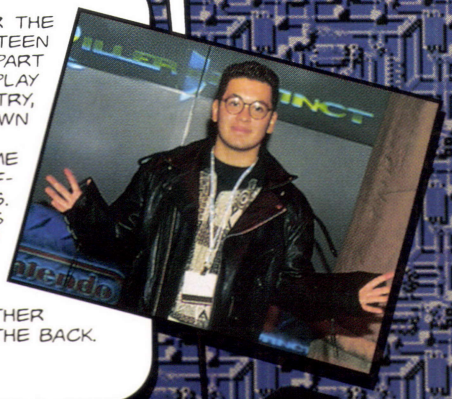


AFTER AN UNEVENTFUL WINTER CES, MY ONLY CONSOLATION WAS A POTENTIALLY EXCITING E³ IN MAY. CES HAD LITTLE IN ITS FAVOR, BUT E³ WAS TO REPRESENT THE FORTHCOMING PLATFORM WARS. WOULD NINTENDO SHOW ANYTHING FOR ULTRA 64? I DIDN'T KNOW, BUT THE SATURN WAS RELEASED ON THE FIRST DAY OF THE SHOW AND THE PLAYSTATION HAD A MAJOR PRESENCE. YEAH!

KILLER INSTINCT COMPETITION

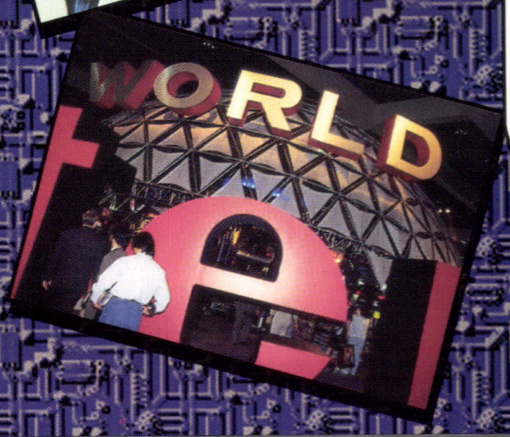
TO PROMOTE THE IMPENDING RELEASE OF *KILLER INSTINCT* FOR THE SUPER NES, NINTENDO HELD A *KILLER INSTINCT* TOURNAMENT AT E³. SIXTEEN MEMBERS OF THE MEDIA WERE INVITED PRIOR TO THE SHOW TO TAKE PART IN THE TOURNEY. I HAD A CHANCE TO REPRESENT *VIDEOGAMES* AND PLAY AGAINST EDITORS OF OTHER PUBLICATIONS WITHIN THE GAMING INDUSTRY, INCLUDING FRANK O'CONNOR THE GREAT HELMSMAN OF OUR VERY OWN SISTER PUBLICATION, *ULTIMATE GAMER*.

UNFORTUNATELY, I WAS NOT PREPARED. I CAN HOLD MY OWN IN A GAME OF *STREET FIGHTER II*, BUT *KILLER INSTINCT* IS A VERY DIFFERENT GAME AND I HAD LITTLE CHANCE OF WINNING. DURING THE SINGLE-ELIMINATION TOURNAMENT, I WAS BEATEN IN THE FIRST ROUND BY ERIC SUZUKI OF *NEWTYPE GAMING*. IT WAS FUN. ERIC LATER WON THE TOURNAMENT BY FINISHING HIS LAST OPPONENT WITH A 42-HIT ULTRA COMBO. BRUTAL! EACH OF THE SIXTEEN CONTESTANTS RECEIVED A COMPLEMENTARY LEATHER BIKER JACKET WITH THE *KI* LOGO EMBROIDERED ON THE BACK.





OVERALL, THE SHOW WAS A SUCCESS. UNLIKE THE USUAL SHOWS, MUCH OF WHAT WAS SEEN AT E³ WAS STUNNING. ESPECIALLY THE GORGEOUS *KILLER INSTINCT* BABES. THE PLAYSTATION HAD A SOLID SHOW OF SUPPORT AND THE 3DO M2 COULD BE A REALITY THIS FALL. *DONKEY KONG COUNTRY 2* AND *KILLER INSTINCT* TIED FOR MY "GAMES OF THE SHOW."





TyrOne

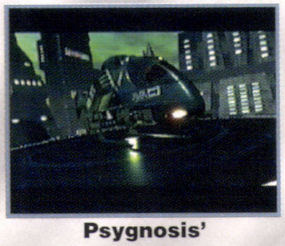
PLAYSTATION



Psygnosis'
Krazy Ivan



Sony's
Jumping Flash



Psygnosis'
GI Police



Psygnosis'
Parasite



Sony's
Tekken



Sony's
Extreme Sports



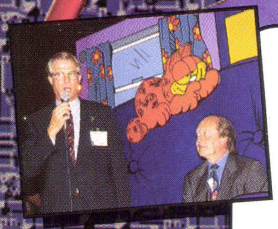
Virgin's
Agile Warrior



THE SHOW WAS SUPPOSED TO BE OUR CHANCE TO SEE ULTRA 64 AND WE DIDN'T GET TO SEE IT. IT WASN'T THERE. IT WAS LIKE WAKING UP ON CHRISTMAS MORNING AND OPENING ALL YOUR PRESENTS AND NOT GETTING THE THING YOU REALLY WANTED. OH WELL, THERE WAS PLENTY MORE TO CHECK OUT.

SEGA'S SURPRISE

AS YOU ALREADY KNOW, ON MAY 11TH, THE SEGA SATURN HIT THE SHELVES OF TOYS R' US AND MAJOR ELECTRONICS STORES IN THE U. S. AS I REPORTED IN *THE GORE SCORE*, THERE WERE RUMORS THAT THERE WOULD BE AN EARLY LAUNCH BUT IT WAS A SURPRISE TO SEE THAT SEGA ACTUALLY DID IT. ONLY FIVE TITLES APPEARED AT LAUNCH AND THE ARCADE RACING STICK DISPLAYED BOXES EVERYWHERE BUT WAS NOT ACTUALLY AVAILABLE. WE'LL BE SKEPTICAL OF ANY OF SEGA'S "PLANS" IN THE FUTURE.



GARFIELD SEGA PRESS CONFERENCE

JIM "GARFIELD" DAVIS ATTENDED A LUNCH WITH TOM KALINSKIE TO ANNOUNCE THE FAT ORANGE CAT WOULD APPEAR ON A GAME FOR THE GENESIS AND GAME GEAR. AFTER LUNCHING ON LASAGNA, JIM DAVIS GOT UP TO SPEAK AND SAID HOW MUCH HE'S LOVED VIDEO GAMES, "SINCE PONG FROM ATARI AND ZELDA FROM NINTENDO." TOM KALINSKIE COULD BE SEEN MOUTHING THE WORD, "OOOOPS."

TEKKEN TOURNAMENT

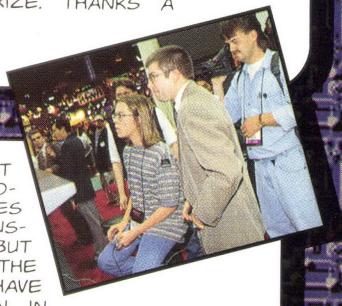
THE WINNER OF NAMCO'S *TEKKEN* TOURNAMENT WOULD WALK AWAY WITH A JAPANESE PLAYSTATION AND ALL THE NAMCO GAMES. EVERY GAME MAGAZINE ENTERED THEIR BEST AND I WAS THERE. IN MY FIRST ROUND I EASILY BEAT ONE OF THE BOYS FROM *DIEHARD GAMEFAN*. THEN I WAS BLOWN FROM THE COMPETITION BY A PLAYER FROM *NEWTYPE GAMING*. WELL AT LEAST I GOT ONE OF THE REALLY COOL NAMCO BAGS AS A CONSOLATION PRIZE. THANKS A LOT, CHRIS!

BLADEFORCE WILL MAKE YOU SICK

THE 3DO BOOTH HAD THIS STRANGE CONTRAPTION THAT PLAYERS COULD BE BOUND INTO AND THEN PLAY *BLADEFORCE*. THE GAME GIVES THE PLAYER SIX DEGREES OF FREEDOM AS THEY FLY AROUND WITH A HELICOPTER STRAPPED TO THEIR BACK, BLASTING THE BAD GUYS. THIS KOOKY DEVICE GAVE PLAYERS THE REAL FEEL OF FLYING AROUND IN SPACE AS THEY PLAYED THE GAME. TRIP HAWKINS APPARENTLY STRAPPED HIMSELF IN FOR A RIDE AND NARROWLY AVOIDED LOSING HIS LUNCH.

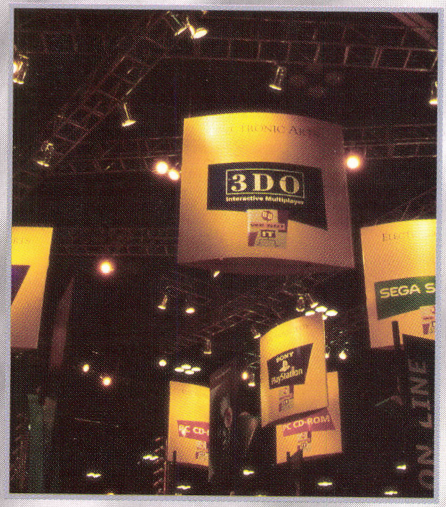


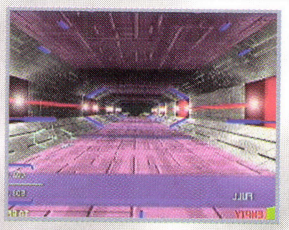




ALL IN ALL, E3 IS SET TO REPLACE CES ALTOGETHER. AN ALL GAMES SHOW IS WHAT THE INDUSTRY CERTAINLY NEEDS, BUT THAT WALK BETWEEN THE HALLS, WHEW! I COULD HAVE KILLED EVERY PERSON IN THE ROOM IF I JUST TOOK OFF MY SHOES AND WAVED MY SOCKS INTO THE VENTILATION SYSTEM.

3DO





Namco's *Starblade*



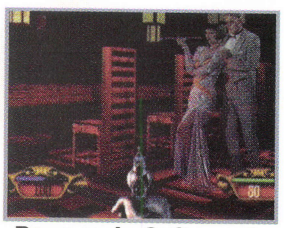
Studio 3DO's *Captain Quazar*



GameTek's *Quarantine*



Panasonic Software's *D*



Panasonic Software's *D*

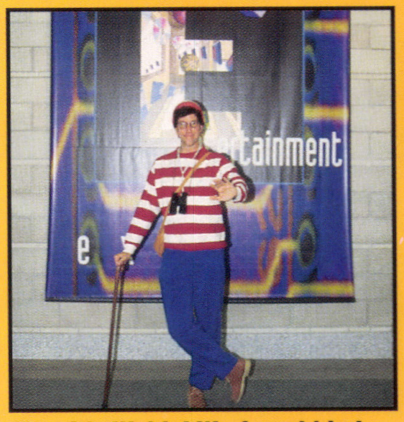
The E3 Show



Seconds after this picture was taken, these guys beat us up and took all our money.



An hour at the Sega booth helped these field-tripping schoolkids forget weeks of tedious history lessons.



Hey, it's Waldo! We found him! Isn't that exciting? Okay, maybe not. Sorry.



No one on the convention floor could escape the gaze of the terrifying Psygnosis owl.



For many men in the gaming industry, E3 provided a rare opportunity to mingle with attractive women.



This...is...*Jeopardy*! (Oh, wait— it's just *Virtua Fighter 2*.)



Tank Girl's older, nuttier brother.



Art guy Steve woos one of the Judge Dredd models.



Is this Evel Knevel or Elvis? Either way, the dude's nuts.



People waited in long lines for the chance to sit behind the wheel and look as dopey as this guy.

PREVIEW

PlayStation

Publisher: Time/Warner

Developer: Probe

Size: CD

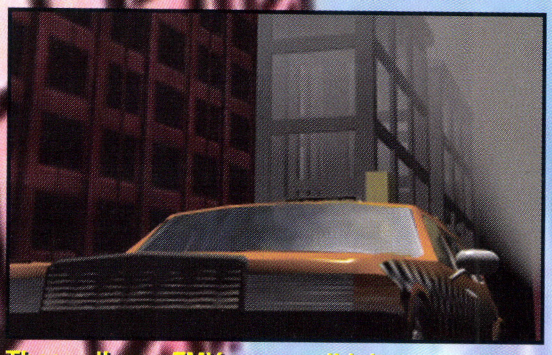
Players: 1 OR 2

Available: Sept.

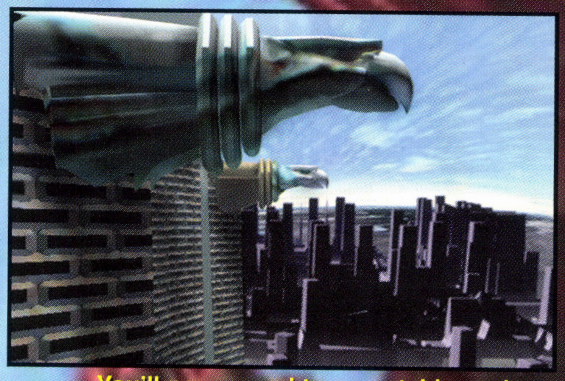
The photos below are examples of the full-motion video scenes in the Sony PlayStation, Sega Saturn, 3DO, Jaguar CD and PC CD-ROM versions of the game.



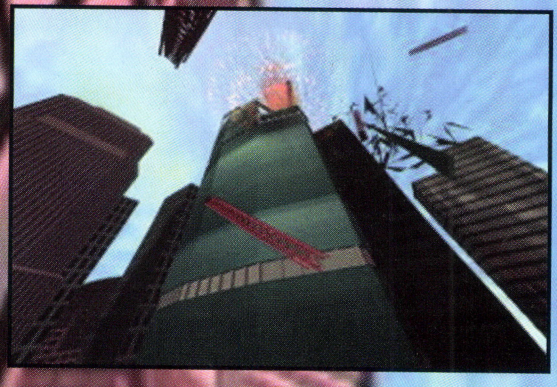
You played it at the arcades and it greedily ate your quarters. Now you can have your revenge by owning an arcade-perfect version of *Primal Rage*. Unlike the Game Boy and Game Gear versions reviewed this issue, the PlayStation version has all of the characters, all of the moves and all of the animation. Play as one of eight dinosaurs out to rule the new "Urth" and snack on a few groveling human maggots on the way. It's *Jurassic Park* for the Death Metal crowd.



These all-new FMV scenes didn't even appear in the original coin-op version!



You'll never need to go outside again.

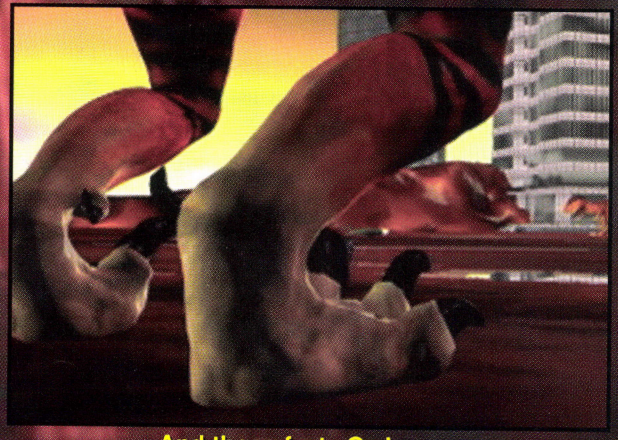




Primal Rage has graphics so hot they'll melt the sun.



My, Grandma, what big teeth you have.



And those feet...Ow!

PlayStation

PREVIEW

Project OVERKILL

Is blood and guts your game? Look no further than this, one of the most savage video games in recent memory. Like a bloody hybrid of *Skeleton Krew* and *Syndicate*, the tentatively-titled *Project Overkill* has a group of agents blasting through masses of enemies. The sick sight of an exit wound opening up on the back of some poor slob is just one of the many horrific visuals that await you. The first product of Konami's new U.S. development house, *Project Overkill* is also coming to the Saturn.

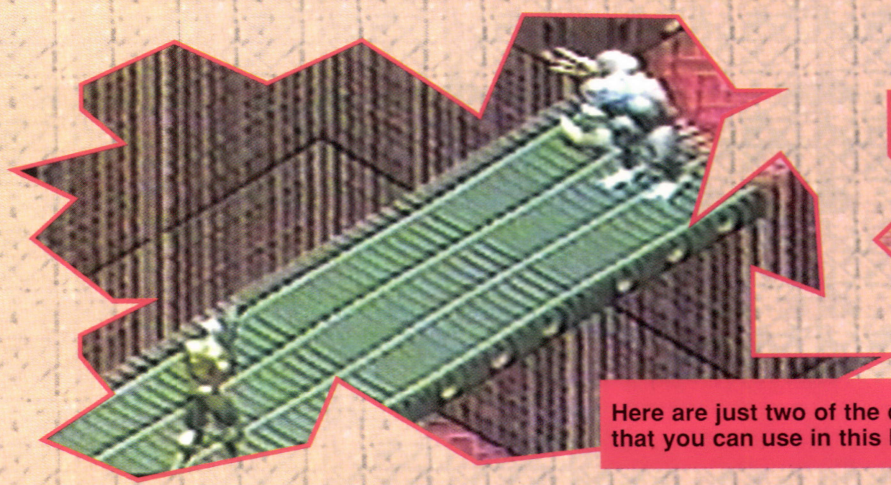
Comments:
Don't let your mama catch you playing this game. *Project Overkill* is shaping up to be one of the bloodiest games of 1995. Christmas Day just wouldn't be complete without this little demon.

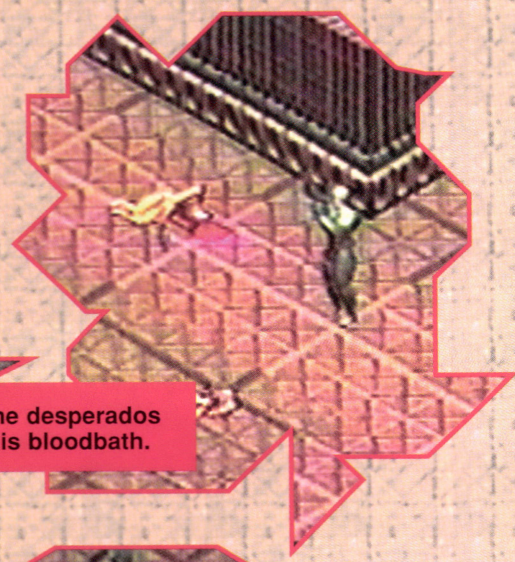
Publisher: KONAMI
Developer: Konami
Size: CD
Players: 1
Available: Fall



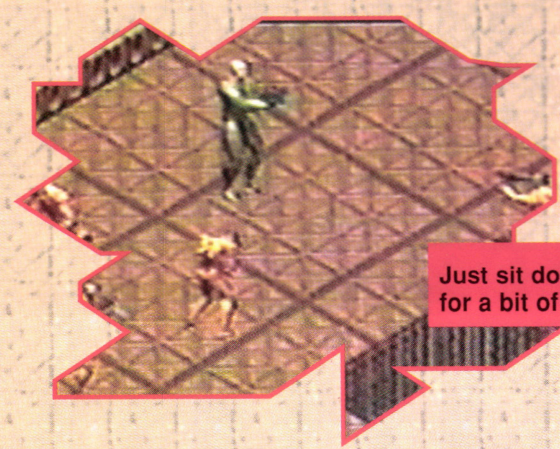


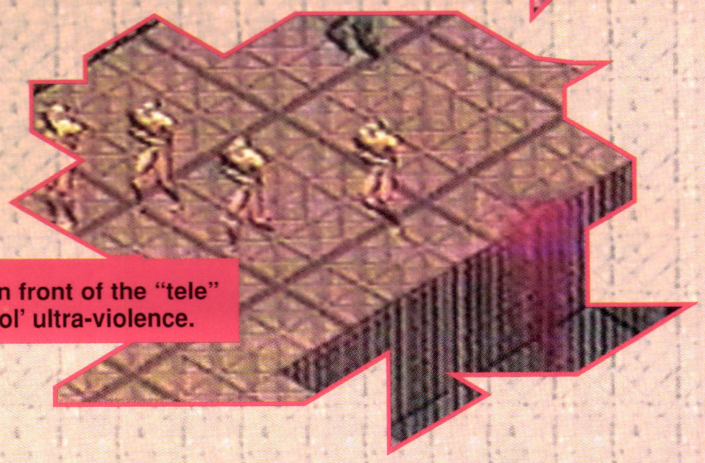
You'll need a shovel to cut a path through all of the carnage.





Here are just two of the desperados that you can use in this bloodbath.





Just sit down in front of the "tele" for a bit of the ol' ultra-violence.

PREVIEW

PlayStation

Publisher: Sony

Developer: Sony

Size: CD

Players: 1

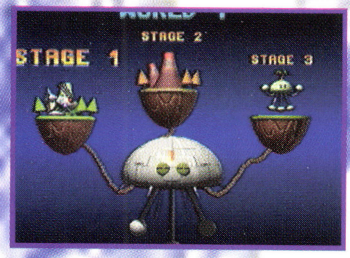
Available: Sept.

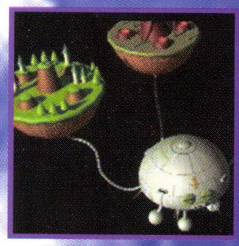
Comments:
The PlayStation continues to flex its muscles; it's hard to describe this extraordinary first-person platform game because there are no similar games to compare it to.

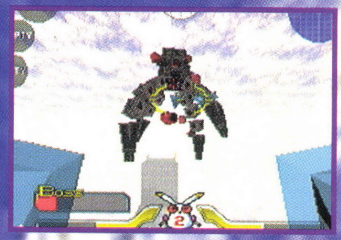


If you've always dreamed of being a giant mechanical bunny rabbit, *Jumping Flash* is the game for you. You *become* the bunny, hopping around a number of beautifully rendered cartoon worlds, searching for power-ups and zapping armies of harmless-looking baddies to a silly, babbling soundtrack. *Jumping Flash* is a cutesy platform game at its core, but the platforms extend out in every direction and they're seen from the robot bunny's point of view. Use your rocket-pack to jump anywhere!

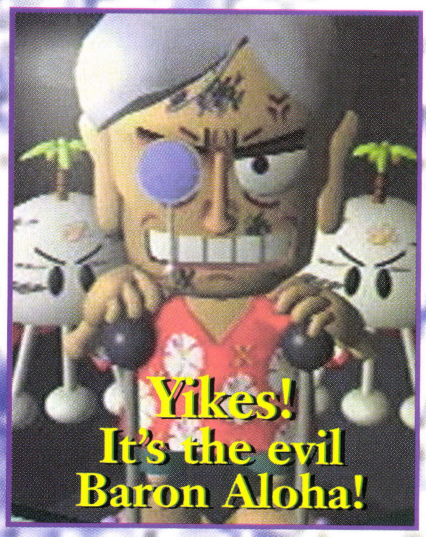




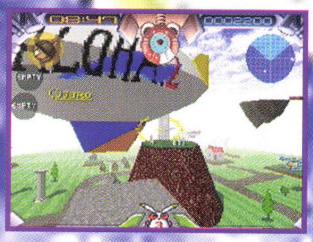






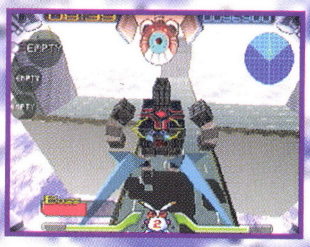


Jumping up high in the air not only helps you escape problems, it gives you a great view of the terrain below.



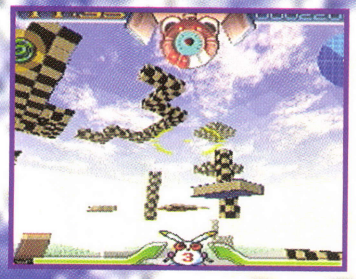


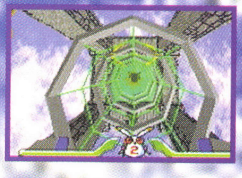


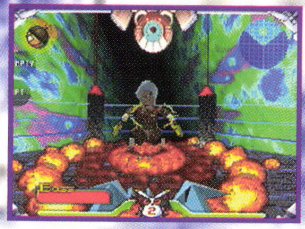






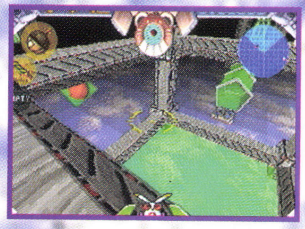






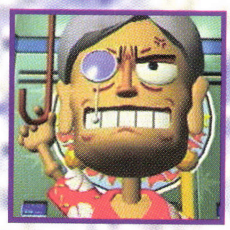
The radar in the upper right helps you navigate your robot-bunny thingy.











PlayStation **PREVIEW**

KRAZY IVAN

It's a Russian-style hootenany of destruction and Psygnosis is inviting you. *Krazy Ivan* is set after an alien invasion of Earth. Mankind is about to become a slave race and our only hope is an insane robot jockey by the name of Ivan. Ivan's not a diplomat and the aliens are about to find that out. *Krazy Ivan* is a fluid 3-D action game reminiscent of *Doom*, but set outdoors and in 40-foot tall robots. In addition to barbecuing alien scum, you have to save humans on the run, upgrade your weapons systems and make sure that you don't run out of ammo.

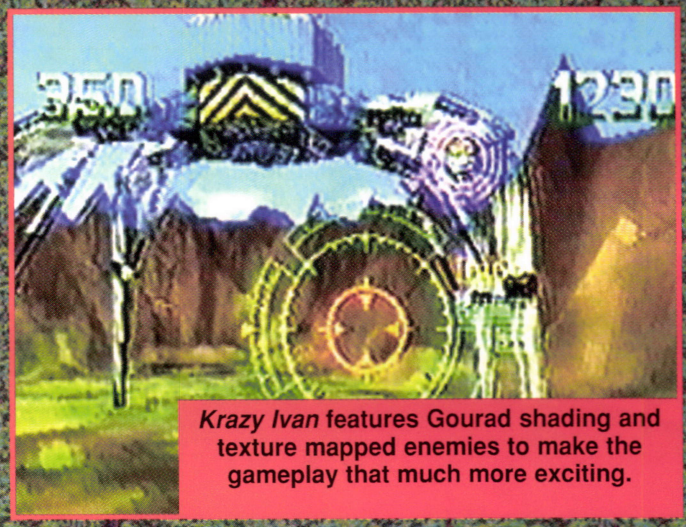
Comments: *Krazy Ivan* is reminiscent of games like *Battletech* and *Doom*, only faster than the former and less bloody than the latter. It's fun, fast, and furious. Could Psygnosis be the first and greatest Playstation developer?

Publish./Devel.: Psygnosis

Size: CD

Players: 1

Available: Fall '95



Krazy Ivan features Gourad shading and texture mapped enemies to make the gameplay that much more exciting.







Lasers cook your enemies until they have a nice, crispy texture.





With games like this and *Destruction Derby*, Psygnosis can just write their own check.







You are Krazy Ivan, mentally touched ex-Russian soldier.

PREVIEW

Super NES

Publisher: Bandai

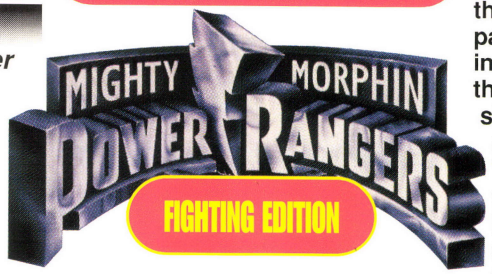
Developer: Bandai

Size: 16 Meg

Players: 1 or 2

Available: September

Comments:
Mighty Morphin Power Rangers: The Fighting Edition mixes *Street Fighter*-style combat with Power Zords and a visual style that's reminiscent of Natsume's action games.



If Bandai's new Power Rangers action game isn't enough for rabid fans of the TV show and the movie, the company will be releasing a fighting game in June in which you can play either the Rangers' Zords or their super-sized enemies. A total of eight characters, including the Mega Tigerzord and Lord Zedd, are at your command in your choice of battle mode or story mode. Play against a friend and take advantage of the game's many features, including special moves and combos.



If the one-on-one fighting at the end of the first *MMPR* game wasn't enough for you, here's more!



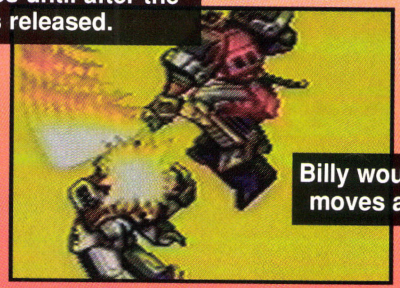
The giant fighters step on buildings and vehicles as they exchange blows, crushing them into dust.





These new Zords won't be seen in the TV series until after the movie is released.





Billy would say, "Gee, those secret moves are truly morphinominal!"



Super NES PREVIEW

The latest in Konami's long-running *Castlevania* series—and the second to hit the Super NES—*Castlevania: Dracula X* combines great graphics and gameplay with a cool story to make what looks like stellar platform game. Once again, you play a chain whip-wielding vampire hunter out to find the grandaddy of them all: Dracula. Battle your way through level upon level of ghouls, skeletons and hungry wolves until you come face to face with the King of Bloodsuckers.

CASTLEVANIA DRACULA X

Comments: Though it's not an exact conversion, this game is based on the Japanese PC Engine title *Dracula X*. Let's hope it duplicates the brilliant artificial intelligence of the enemy characters in that game.

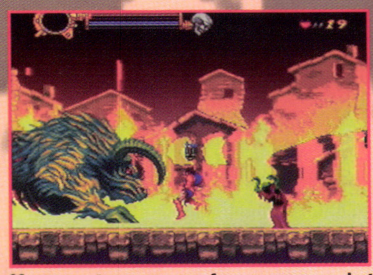
Publisher: Konami

Developer: Konami

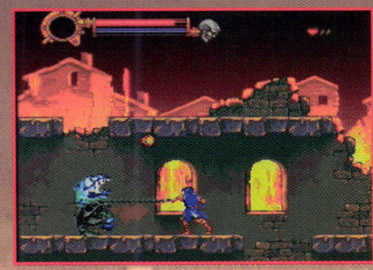
Size: 16 Meg

Players: 1

Available: Fall '95

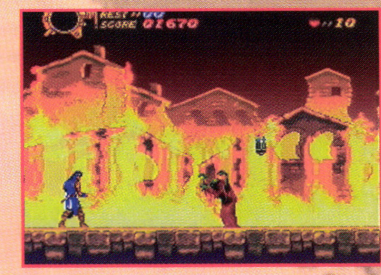


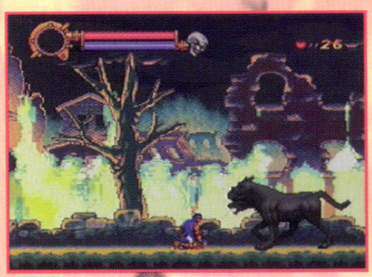
If you stop, even for a second, the undead ram will overtake you.



Ghouls and ghosts run wild in this spooky adventure.



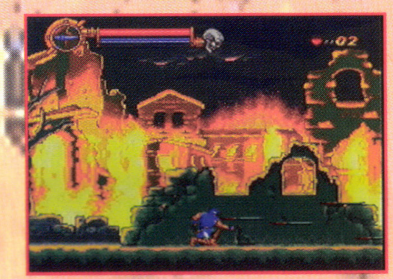




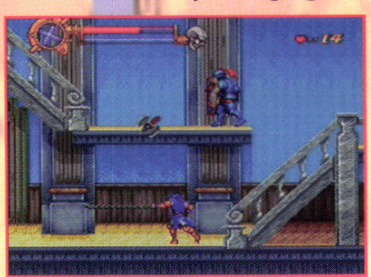
Those wolves can be pretty dangerous. Make sure to stay low and keep swinging.



Dem bones are rattlin' in the valley.

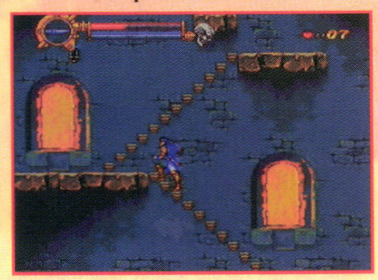


Pick up extra weapons, like the knife, for some super damage potential.





Better than the Genesis *Bloodlines* on every level.



PREVIEW

Super NES

Publisher: Acclaim

Developer: Acclaim

Size: 16 MEG

Players: 1 or 2

Available: Fall

Comments: Featuring animation created in Acclaim's high-tech motion capture studio, *Batman Forever* is also planned for release on Genesis, Saturn and PlayStation systems.



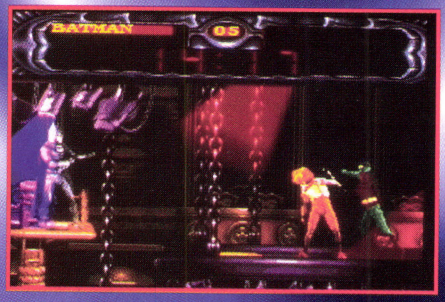
They're making *Batman Forever* into a video game! Gee, who would have thought? The latest Batman game promises to capture the mood of the latest Batman film. Two players can work together as Batman and Robin in this combination fighting/platform game. As in the movie, the Dynamic Duo are up against The Riddler and Two-Face, and have access to a wide range of crazy Bat-weapons. The digitized graphics duplicate the real-life movements of live actors in authentic costumes.

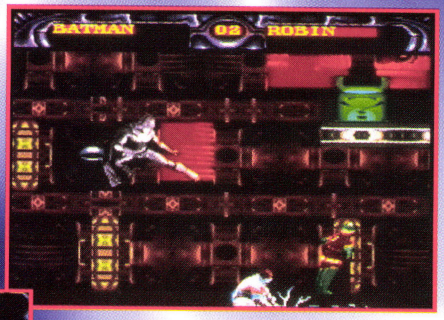


Sheesh, you'd think they'd let the guy put on some clothes before beating him to a pulp.

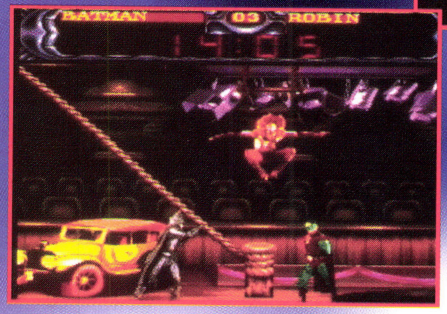








The backgrounds are more colorful than in games inspired by the first two Batman films. Hey, isn't that the car from Dick Tracy?





The skyline of Gotham looks spooky as ever.



The Riddler can be downright surreal, as in this room made of floating question marks.



Hangin' out in the Batcave.

Both Batman and Robin can do some pretty fancy moves.



PlayStation PREVIEW

Unlike its predecessor, *Rebel Assault II* has an entirely original storyline and live-action video of real actors mixed with amazing new movie-quality special effects and graphics. You take on the role of Rookie One, the young rebel pilot from the first game. In your quest to usurp the evil Galactic Empire, you'll get to pilot X-wings, Y-wings, B-wings, speeder bikes and (finally!) the legendary Millennium Falcon. The first-person ground and hand-to-hand combat of the original *Rebel Assault* is also turned up a notch in this latest fix for *Star Wars* junkies.

Comments:
The screen shots seen here are for the IBM PC version of *Rebel Assault II*. The PlayStation and Saturn versions of the game are due out sometime in 1996.

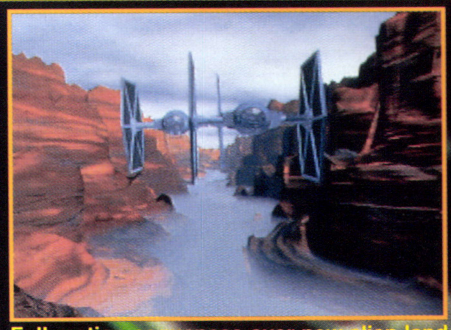
Publisher: LucasArts

Developer: LucasArts

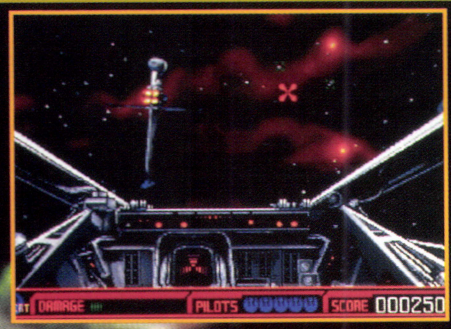
Size: Unknown

Players: 1

Available: 1996



Full-motion sequences over new alien landscapes look every bit as intense as if they were created for a new *Star Wars* movie.

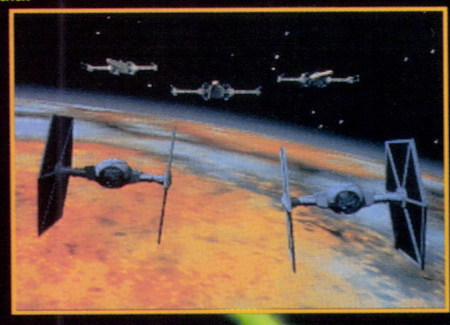


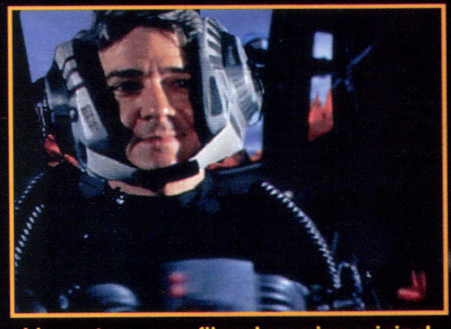
You and your B-wing buddies have discovered an unexpected Imperial presence in the remote Dreighton Nebula.



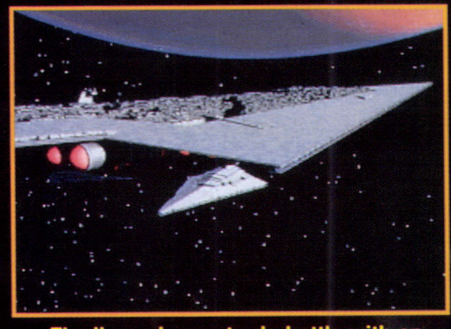
One of the game's combat simulators has your X-wing flying raids on an Imperial mining operation.



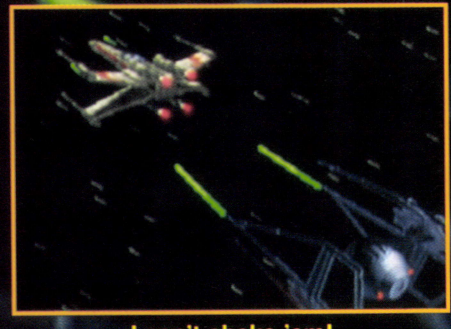




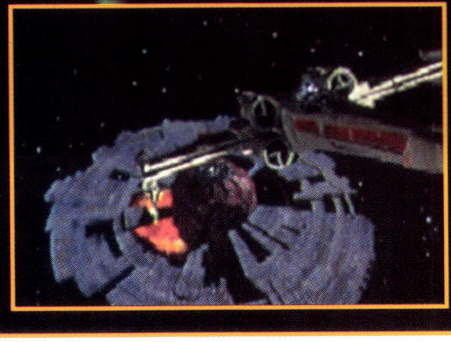
Live actors were filmed wearing original *Star Wars* costumes, then composited into computerized backgrounds.

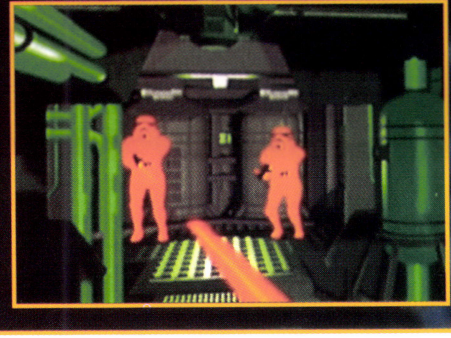


Finally, a chance to do battle with an Executor-Class Star Destroyer!



I can't shake 'em!





These poor stormtroopers have apparently been exposed to some leaky radioactive waste.

PREVIEW

Ultra 64

ROBOTECH

Publisher: GameTek

Developer: GameTek

Size: N/A

Players: N/A

Available: Spring 1996

Comments:
If the final product proves as amazing in concept and graphics as this initial footage, *Robotech* is destined to become a fine example of the potential of Nintendo's Ultra 64.



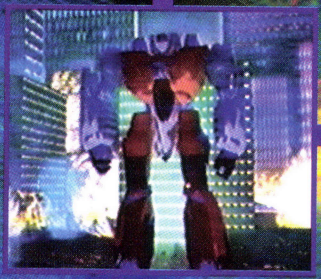
From the comfort of your cockpit, you can view detailed status schematics as well as the nastiness happening outside.



This is you. Jeez, why so grumpy?

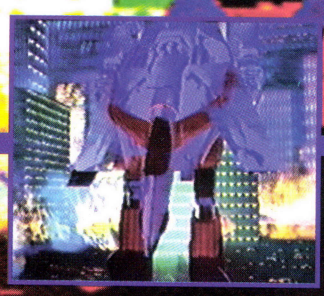


This sequence of shots shows how the Veritech transforms from robot to jet fighter. If you think this looks cool, wait until you see it in full, fluid motion.









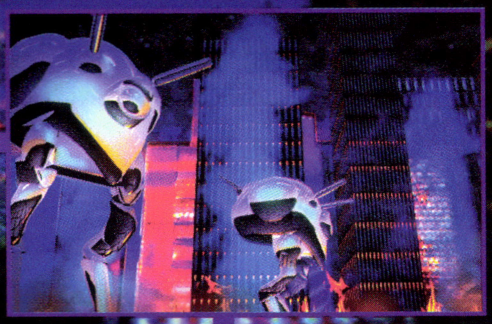
The year is 2010, and mankind is locked in an intense battle with a hostile alien invasion force. At least, that's what it will seem like next April when thousands of people get their hands on *Robotech*, one of the first confirmed titles for Nintendo's Ultra 64 system. Since its appearance on U.S. television in 1985, *Robotech* has been smashing preconceptions about the potential of animated sci-fiction. Based on these stunning first glimpses, *Robotech* the game is set to follow suit, smashing all preconceptions about the potential of video-game graphics.

Can *Robotech*'s gameplay possibly prove as revolutionary as its startlingly realistic imagery? Designers at GameTek seem to think so. Players will be given the opportunity to pilot the Veritech fighter, a flying jet which can be transformed into a giant battling robot. In addition to maneuvering the Veritech in ship-to-ship flight simulator combat, players will need to solve a series of gameplay puzzles, enter enemy ships, rescue captured allies and manipulate objects with the robot's hands. Because many situations will require the player to transform from robot to jet and vice-versa, mind-blowing new combat moves may exist in *Robotech* that have never even been *attempted* before. Luckily, GameTek promises that these moves will quickly become second nature, thanks to a completely customizable interface that will allow players to design the configuration of their controls.

If the final product proves as impressive as these first glimpses suggest, Ultra 64 owners are sure to be well-prepared to defend the Earth in the event that a real-life alien invasion ever occurs.

If you think the city's in bad shape, imagine what *you'd* look like after a stomping from a giant robot walker thingy.

As a member of the Earth's Robotech Defense Force, you get to sit in the chest of this giant robot and kick alien butt.















PREVIEW

3DO

Blade Force

Publisher: Studio 3DO

Developer: Studio 3DO

Size: CD

Players: 1

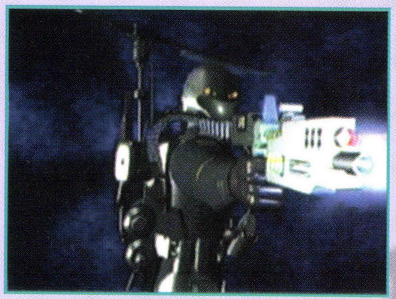
Available: Summer

Comments:
Seven crime bosses control the seven major centers of the city. Stop them and you stop the rampant crime. *Blade Force* is a 3-D shooter with cool graphics and some great sound.

Blade Force takes place in the near future, after a major metropolis has been overrun by crime. The only laws in the city are those which the crime bosses live by. The citizens are fighting back, though. Small underground organizations of rebels exist, and they're trying to take the streets back from the crime lords. You're part of one of the organizations and, using a gyro pack which a scientist has invented, you wage a one-man war on the criminal element.



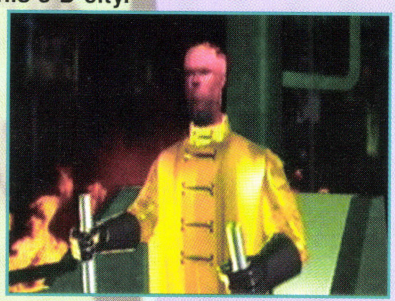
You can move freely throughout this 3-D city.



Take a bite out of crime.



These mobsters take no prisoners.



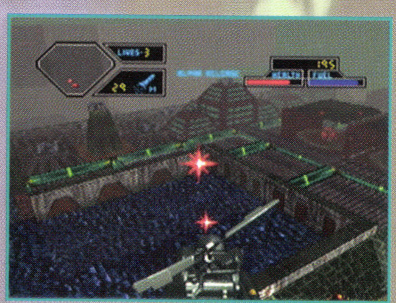




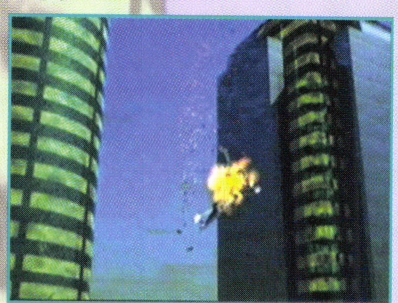
Medical boxes are only one type of goody you'll be able to pick up during your travels.



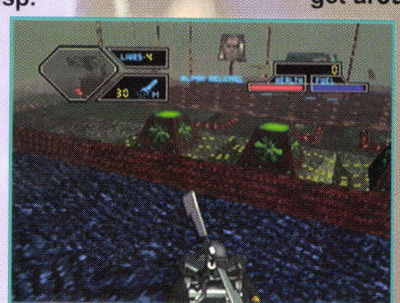
The scrolling is smooth and the graphics are crisp.



Aim for anything with a target around it.



When you lose, watch a clip of your bird plummeting to a fiery death.



You're a lean, mean, flyin' machine.

Jaguar PREVIEW

Battle Sphere is a respectful tribute to the great space battle games of years past, with gameplay similar to the Atari classic *Star Raiders*. It's 800 years in the future, and seven races of aliens settle their differences through combat in the remote area of space known as (you guessed it) the Battle Sphere. The game's four play modes usually involve base defense or straight-out space dogfighting. Two-player piloting allows one player to fly the ship while the other aims and fires the weapons.

Comments: The designers of *Battle Sphere* are hardcore gaming freaks from way back, so expect this shooter to be loaded with obscure sci-fi and video-game references.

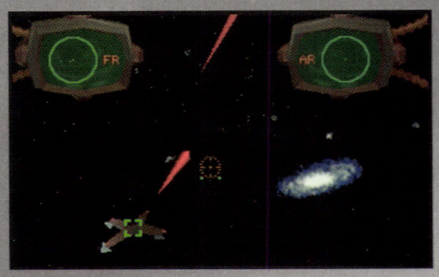
Publisher: Atari

Developer: 4Play

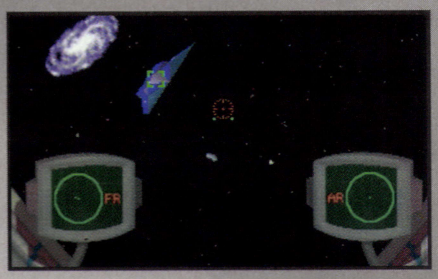
Size: 16 Meg

Players: 1-8

Available: Soon

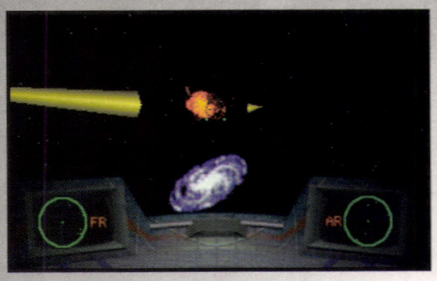




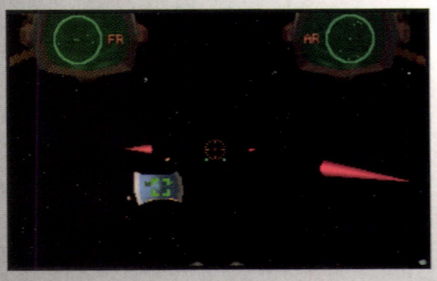


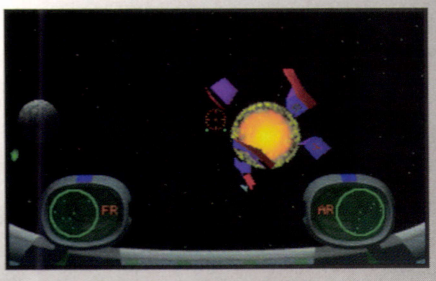
Battle Sphere plays a lot like *Star Raiders*, but with 64-bit graphics.

There are seven distinctly different ships to engage in space dogfights.



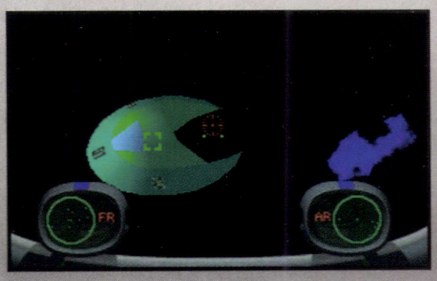






The game's designers are especially proud of *Battle Sphere's* beautiful explosions.





These sinister-looking enemy ships resemble the Cylon fighters from *Battlestar Galactica*.



Lest you forget, nicely rendered galaxies in the background remind you that you are, indeed, in outer space.

MIGHTY MORPHIN POWER RANGERS THE MOVIE

"This version of Rangers needs more Power."

Fans of the Mighty Morphin Power Rangers are crazy over the new big-budget movie, but will they be as crazy over Bandai's new Super NES action game? It's the question on the lips of kids across the free world.

Those of you who are in any way familiar with the Power Rangers' brief video-game history will note that the new game based on the film looks suspiciously similar to the first Super NES game. So similar, in fact, that there seems to be little, if any, difference from the first game at all. Well, you're half right.

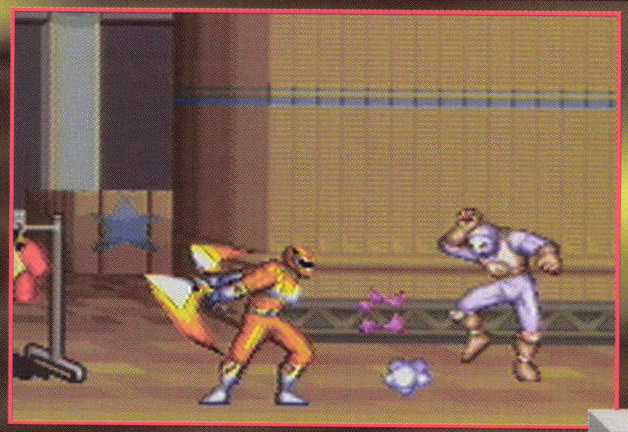
First of all, the game marks the first video-game appearances of Rocky, Aisha and Adam, the three newest Power Rangers. Truth be told, they're not much different from the other three, except that the people who played Zach, Trini and Jason were better actors. The plot of the game is as follows: Save the world, buddy. Apparently, saving the world involves attacking countless legions of Putty soldiers until you reach one of their many wacky masters, like the Mirror Maniac. It's all great fun.

Mighty Morphin Power Rangers: The Movie has improved somewhat on its less-inspired predecessor, though. One of my main complaints about the first game was that it was solely a one-player affair. This time around, kids can play a cooperative two-player mode which more accurately reflects the goody-goody teamwork the Power Rangers are known for. The game can also be played on two planes, similar to the *Fatal Fury* series of fighting games. As an added challenge, you must build up a reserve of power to change your character into a Power Ranger, instead of automatically changing into your alter-ego at a certain point in a stage.

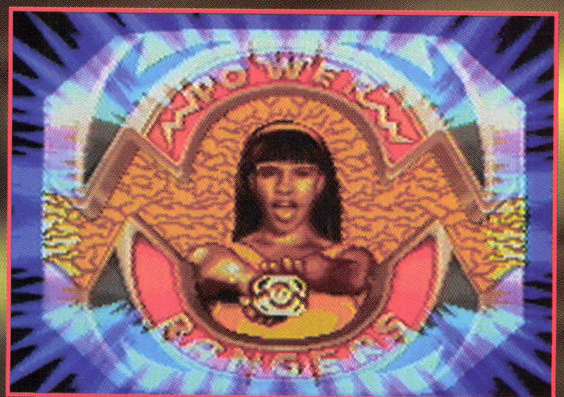
Unfortunately, there isn't a whole hell of a lot going on on either plane. Bulk and Skull do not appear until after you beat the game, and you don't even get to use the Zords at any time.

Bottom line: this game is for kids and curious fans. Other than that, this movie adaptation doesn't have much going for it in the way of innovation or excitement to put a charge in you.

—Gabe Soria









PHONE
(310) 926-0947
DEVELOPER
BANDAI
SIZE
16 MEG
PLAYERS
1 OR 2









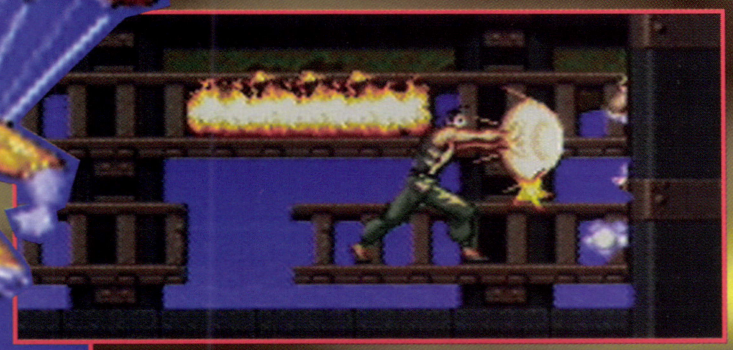
EDITORS' RATINGS

CHRIS B. 7
More variety than the first game; the two-player option is key.

CHRIS G. 6
At least they're doin' what the Rangers do best—fighting!

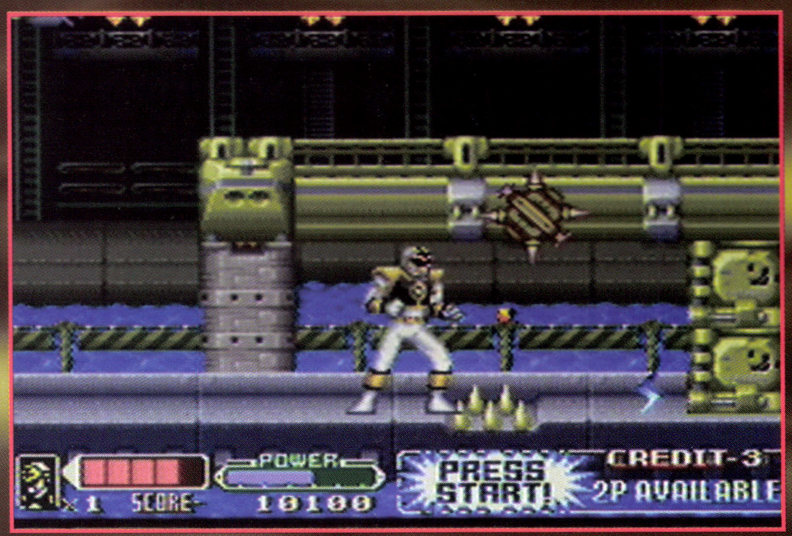
DAN 4
Totally uninspired. The designers must have been on auto-pilot.











BREAKDOWN

GRAPHICS 6
Average for the SNES. Cool bosses, though.

SOUND/MUSIC 7
The theme song sounds great, I guess.

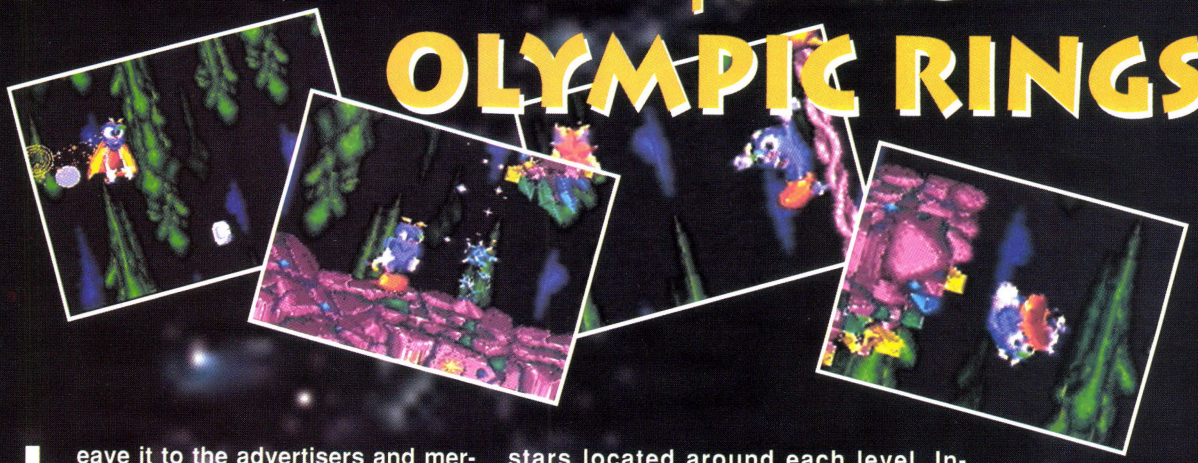
PLAYABILITY 5
The average gamer will soon be bored.

OVERALL RATING ▶ OKAY 5 VIDEOGAMES

SUPER NES

GENESIS

IZZY'S QUEST for the OLYMPIC RINGS



U.S. GOLD Presents

TM © 1992, 1993 ACOG
© 1994 US GOLD

PHONE
(900) 288-GAME

DEVELOPER
ALEXANDRIA

SIZE
16 MEG

PLAYERS
1

Leave it to the advertisers and merchandisers of the U.S.A. to never miss a trick. The '84 Summer Olympics in L.A. were the first Olympic Games ever to turn a profit. Not to be outdone, Atlanta is poised to bleed next year's games for all they're worth.

One area that merchandisers are tapping into this time is video games. Alexandria has developed an action/platform adventure starring the Atlanta mascot for the 100th Modern Olympiad summer games; it's called *Izzy's Quest for the Olympic Rings*. Who's Izzy, you may ask? Izzy looks like Gumby on steroids. He's a morphing, gummy eraser. Izzy is so cute he makes you want to puke.

Izzy's Quest is just that: a quest to retrieve the five Olympic Rings so Izzy may earn the right to participate in the 1996 games. To complete his quest, he must use all of his morphing abilities to overcome many beasties who are determined to see that he doesn't succeed.

What makes this game work are its excellent graphics and ease of play. Though your action options are limited to simple jumping, the enemies are spread out just enough to allow for more relaxing game play. Also, Izzy can morph into different forms during the course of the game by hitting big red stars located around each level. Included in his morphing abilities are a glider, batter and fencer, to name a few.

One thing that struck me as amazing is that both the SNES and Genesis versions are almost identical in both sound and graphics. This should be welcome news for Genesis owners who seemingly always get the shaft in the quality department when a game is released on these two systems. Good job, Alexandria.

Izzy may not be the best platform game around, but it's entertaining. He doesn't have quite the same charisma as Sonic or Gex, but he sure is a lot prettier than Mario. If you want to lend your support to the U.S. Olympic team, purchasing this game is the perfect way. A portion of all *Izzy* sales will be donated to the athletes.

—Geoff Higgins

"IZZY LOOKS LIKE GUMBY ON STEROIDS."

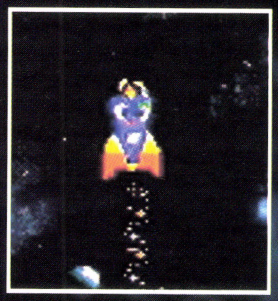
BREAKDOWN

GRAPHICS 8
Izzy looks like a gummy eraser.

SOUND/MUSIC 7
It's wacky and cutesy.

PLAYABILITY 7
You can jump. Did I mention you can jump?

OVERALL RATING COOL 7 VIDEOGAMES





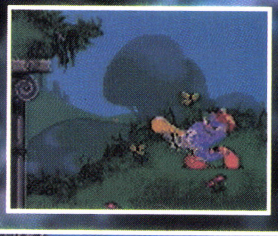


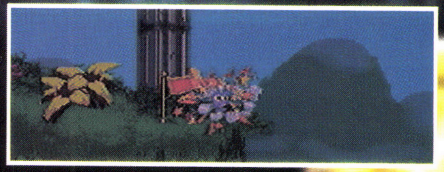
EDITORS' RATINGS

CHRIS B. 6
Competent, but uninspired. Will Izzy catch on as a mascot?

CHRIS G. 5
Izzy is an inspiration! If this cart can actually get made, maybe my idea for a platform game called "Meat" has a chance.







Morphing looks a little painful.





JUDGE DREDD

BREAKDOWN

GRAPHICS 8
Pretty darn nifty if you ask me.

SOUND/MUSIC 7
The music will inspire legions of youth.

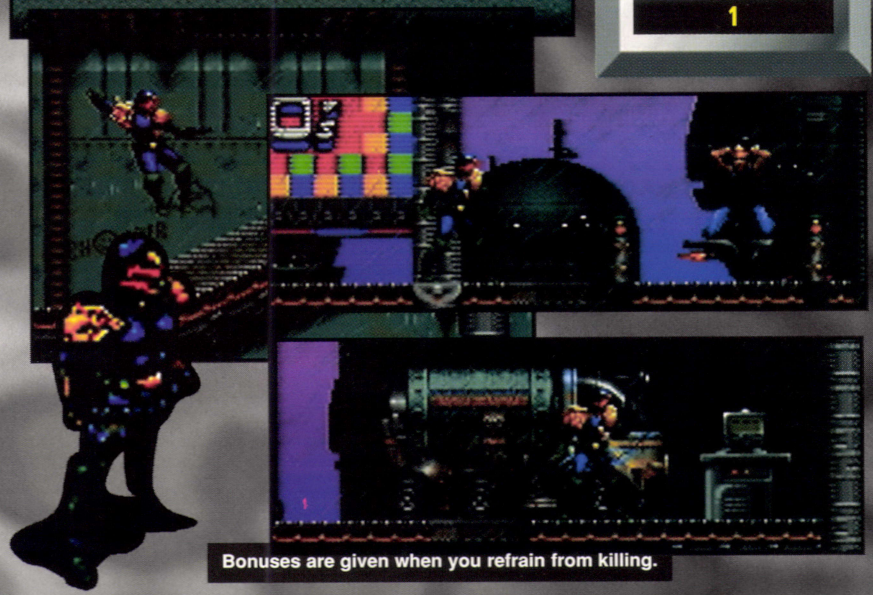
PLAYABILITY 5
Whoah! I've played this before, haven't I?

OVERALL RATING GOOD 6 VIDEOGAMES

Acclaim entertainment inc

PHONE
(516) 624-8888
DEVELOPER
PROBE
SIZE
16 MEG
PLAYERS
1





Bonuses are given when you refrain from killing.

Judge Dredd is a game based on a movie which was based in turn on an English comic of the same name. I could never tell if the creators of *Judge Dredd* were kidding or not about their main character's straight-ahead fascism, but it scared me anyway. In this game, you get to play out the scenario of the movie and get some bonus levels in which you battle the so-called "Dark Judges" on Death World.

Judge Dredd is what you call your average platform game with the requisite amount of twists to raise it above the level of mediocre. First, the good points: The graphics in both versions capture the stylish art of the early *2000 AD* comics in which Dredd appeared. Artists at Probe—the games' developer—really did their homework in researching the look of this game; no surprise, since they're based in the U.K. and probably grew up reading *Dredd* comics. The backgrounds of the futuristic Mega Cities are as claustrophobic and cramped as I imagined them to be. You can practically smell the petroleum fumes coming off the screen.

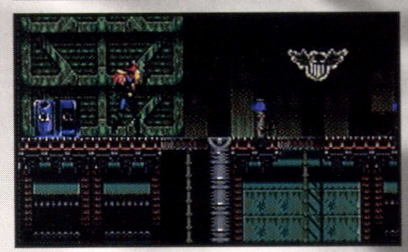
Surprisingly enough, Dredd's music is also way above average. I actually enjoyed the stuff and didn't even turn my television down in disgust. It captures the mood of calculated drama that has been the foundation of movie music of the last ten years. It all sounds the same, but it can never fail to rouse one's blood.

In the first level of *Judge Dredd*, you must either "sentence" (meaning "kill") or arrest street rioters and destroy all their cases of ammo. In fact, destroying the ammo is the primary objective and once you've finished that, you can go round up all the citizens in the vicinity. All of *Judge Dredd*'s levels follow the same basic pattern—primary objective and secondary objective—which is fairly innovative and helps to develop the story.

This is where the flaws come in. For the most part, *Judge Dredd* is a fairly straightforward platform game which adds nothing new to the genre. Many of its levels are long and interminable. Some are ridiculously hard, and after a while I was hoping that I could just skip to the "Death World" levels, which seem much more interesting than the movie plot. But hey, I'm a video game critic, what the heck do I know about movies?

For those of you who don't like to be left out, the Genesis and SNES versions are almost identical. *Dredd* fans won't be disappointed.

—Gabe Soria

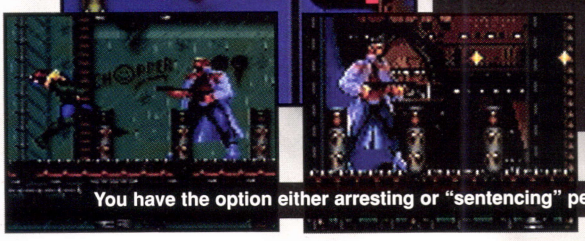


"JUDGE DREDD GIVES GOOD KIDS A CHANCE TO BE COPS."

EDITORS' RATINGS

CHRIS B. 7
A cool cart, but it's almost exactly the same engine as *The Hulk* game Probe developed a year ago.

BETTY 7
I thought *Judge Dredd* was a really good game, but the dark look of the backgrounds made it hard to see.



You have the option either arresting or "sentencing" perps.

"The action never stops!"

the adventures of BATMAN & ROBIN



The Adventures of Batman & Robin has tons of difficult stages, buddy. Be warned.

With the release of *Batman Forever*, the country is again in the grip of the dreaded and deadly "Batman Fever." While you're wading through all of the memorabilia that people want you to buy, be sure to check out Sega's caped crusader franchise offering, *The Adventures of Batman & Robin*, based on the Fox cartoon of the same name.

Astute readers will notice that this has the same title as a recent Super NES release from Konami, but that's where the similarity ends. The Super NES cart was an amazingly animated and brain-teasingly hard adventure game, while the Genesis cart is an all-out action fest reminiscent of the neo-classic *Gunstar Heroes*.

Mr. Freeze has engineered the breakout of three of Gotham city's most dangerous villains from the notorious Arkham Asylum. In a succession of levels, you'll have to deal with the minions of the Joker, Two-Face and the Mad Hatter before battling Mr. Freeze and spoiling his plans of turning Gotham into a popsicle. What a madman!

Play as either Batman or Robin or both if you have a friend nearby. You'll need the help because this is one of the most difficult games to come down the pike recently. The lack of a difficulty setting or a password feature is one of the strikes against this baby.

Fortunately, this game has a lot more hits than strikes. The graphics at certain points will have you checking to make sure that it's a Genesis and not a 32X cart. The shifting perspectives in the flying levels and the huge bosses are prime examples of the graphic feats this game pulls off. Somebody should give those programmers a raise. Fans of hardcore dance music will be pleased to discover that somewhere along the line somebody decided that Batman was a techno fool and put his favorite tunes on the soundtrack.

Difficulty aside (it's tough getting anywhere even with two players), *The Adventures of Batman & Robin* is a proud addition to the long line of Batman merchandising. Just don't let anybody try to sell you a Batman T-shirt this summer, okay?

—Gabe Soria





SEGA

PHONE
(800) USA-SEGA
DEVELOPER
CLOCKWORK TORTOISE
SIZE
16 MEG
PLAYERS
1 OR 2



BREAKDOWN

GRAPHICS 8
The characters are small, but detailed.

SOUND/MUSIC 7
Get down to the pumping techno rhythm.

PLAYABILITY 6
The lone difficulty setting is a bit hard.

OVERALL RATING ▶ COOL 7 VIDEOGAMES

EDITORS' RATINGS

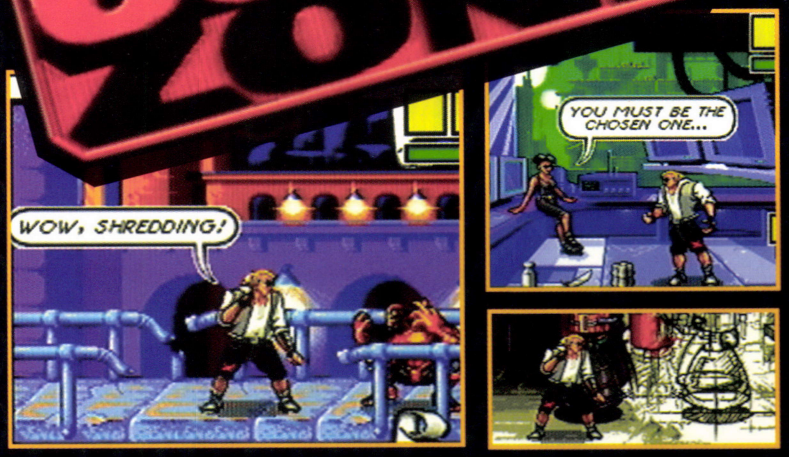
BETTY 9
Great fast-paced action.

CHRIS B 8
Like *Contra: Hard Corps*, most of the really cool effects appear later in the game.

CHRIS G. 8
The flight sequences are astounding. Lots to shoot!

COMIX ZONE™

"IN TWO WORDS: ABSOLUTELY AMAZING."



WHO SAID THAT 16-BIT GAMING IS DEAD? WHOEVER HE OR SHE IS, THEY OBVIOUSLY HAVEN'T SEEN *COMIX ZONE* FOR THE GENESIS, A FINE EXAMPLE OF WHAT YOU GET WHEN GAME DEVELOPERS ARE ALLOWED TO TAKE THEIR TIME TO COME UP WITH A GREAT CONCEPT AND EXECUTE IT WITH STYLE.

FROM THE INSTANT THAT YOU TURN ON YOUR SEGA YOU'LL BE ABLE TO TELL THAT *COMIX ZONE* IS NOT YOUR AVERAGE ADVENTURE GAME. OVER A WAVERING BLACK AND WHITE LOGO, A TENTATIVE VOICE SAYS, "TEST, ONE, TWO," THEN ANNOUNCES THE SEGA NAME LIKE AN ELVIS IMPERSONATOR. SO FAR, SO GOOD, BUT IT ONLY GETS BETTER.

IN A BEAUTIFULLY RENDERED INTRODUCTION, WE FIND OUT THAT SKETCH TURNER (YOU), THE CREATOR OF THE HIT FUNNY BOOK *COMIX ZONE*, HAS BEEN MAGICALLY TRANSPORTED INTO THE PAGES OF HIS OWN COMIC BY MORTUS, THE COMIC'S DIABOLICALLY EVIL VILLAIN. IT SEEMS THAT MORTUS HAS SOMEHOW MANAGED TO COME TO LIFE, BUT THE ONLY WAY HE CAN COME TO EARTH AND TAKE OVER IS IF SKETCH IS ELIMINATED IN THE PAGES OF THE COMIC BOOK.

AS YOU PROGRESS THROUGH THE PANELS OF THE COMIC BOOK, MORTUS' HAND POPS INTO THE FRAME AND DRAWS ENEMIES LIKE GRAVIS THE BULLY, STRIGIL THE ASSASSIN AND MONGORIA (TO NAME A FEW) TO DESTROY YOU. THESE GUYS ARE TRULY FOUL, AND THEY'RE BROUGHT TO VIVID LIFE BY *COMIX ZONE*'S STUNNING ANIMATION AND GREAT USE OF COLOR. EVERYTHING LOOKS JUST LIKE A COMIC BOOK, INCLUDING THE WAY SKETCH LEAPS FROM PANEL TO PANEL; HE ACTUALLY GRABS ONTO A PANEL BORDER AND SWINGS OVER TO THE NEXT PANEL OR PAGE OF THE COMIC. THE GAME PLAYS LIKE A COMBINATION OF *STREETS OF RAGE* AND *STREET FIGHTER II*; YOU GET THE BEST OF BOTH WORLDS, IN MY HUMBLE OPINION.



EVERYTHING ABOUT *COMIX ZONE* IS AMAZING; FROM ITS GREAT MUSIC TO THE EYEBALL-POPPING GRAPHICS AND SMOOTH-AS-BUTTER PLAYABILITY, IT'S THE BEST GAME TO BE RELEASED FOR THE GENESIS SO FAR THIS YEAR. GET IT, YOU FOOLS!

—GABE SORIA

EDITORS' RATINGS

CHRIS G. 9
A truly original platform game. It's about time!

CHRIS B. 9
With games as good as this, the Genesis could live forever.

DAN 9
Finally! An action game with a spark of originality.

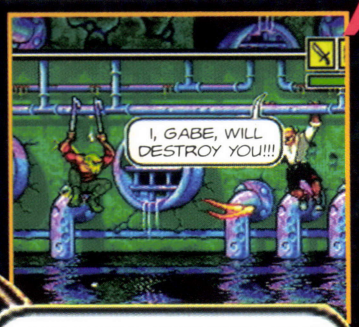
BREAKDOWN

GRAPHICS 9
Shows just what the Genesis can do.

SOUND/MUSIC 8
Great music and bone-crunching effects.

PLAYABILITY 8
It's like butter.

OVERALL RATING ▶ EXCELLENT 9 VIDEOGAMES





SEGA

PHONE
(800) USA-SEGA

DEVELOPER
SEGA

SIZE
16 MEG

PLAYERS
1



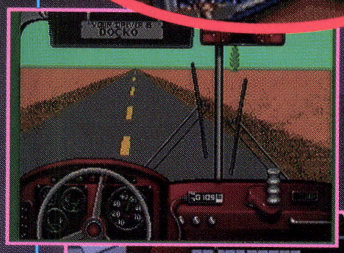
PAY ATTENTION TO CLUES FROM ALISSA CYAN. THEY CAN SAVE YOUR LIFE.

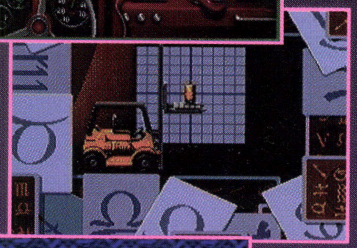


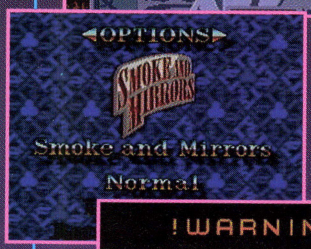


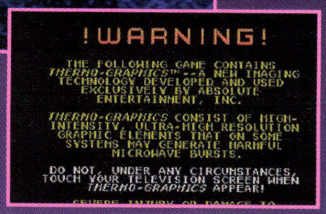
Go ahead and fool your friends.

PENN & TELLER'S Smoke and Mirrors









EDITORS' RATINGS

CHRIS G. 9
A game that makes fun of video games. I loved it!

CHRIS B. 7
If only you could do the "Mofo" trick on the same person twice.

GEOFF 7
I was enthralled by this game's inanity.

Magician/comedians Penn & Teller are known for their irreverent attitude and frank dismissal of time-honored magic conventions. It therefore comes as no surprise that the duo's first "video game" is filled to the brim with antisocial nastiness and bizarre jokes.

Smoke and Mirrors is a difficult game to review. In fact, it's not really a game as much as it is a tool to help you mess with your friends' minds. The two-CD set contains six playable modules: two interactive magic tricks, two practical jokes, an adventure video game and the world's first truly realistic simulator. This all may seem a little daunting at first, but those players who read the 60-page instruction manual and learn the tricks will find the looks of astonishment and irritation on their victims' faces to be more than worth the effort.

Four of the six modules are designed to be played in either "owner" mode or "sucker" mode. In owner mode (which can only be accessed by following instructions in the manual), extensive digitized video footage of Penn & Teller lets you in on all the game's secrets, training you step-by-step to dupe your buddies. Once you feel confident in your abilities, you can invite your friends over and show them the game in sucker mode. This is where the fun begins—little do your victims know you're in control of everything they're about to see and play.

Smoke & Mirrors is disguised well; if the first disc is loaded without the proper codes, a game called *Buzz Bombers* will immediately appear—title screens and all—allowing you to convince everyone in the room that you just bought a new *Space Invaders*-style shoot-'em-up. But when you and your opponent sit down to play *Buzz Bombers*, you can use your controller to secretly alter the gameplay. You won't only win, you'll win so big that your opponent will be utterly humiliated every single time. Starting to sound like fun yet?

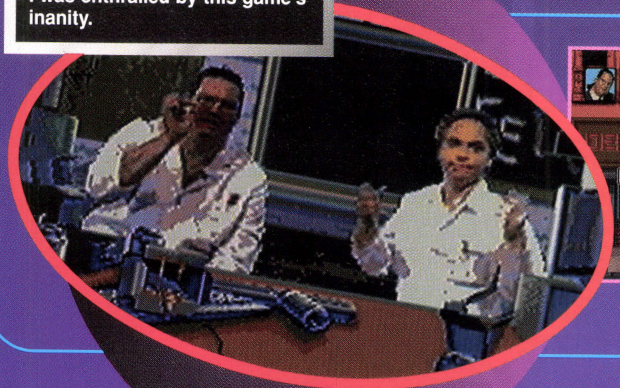


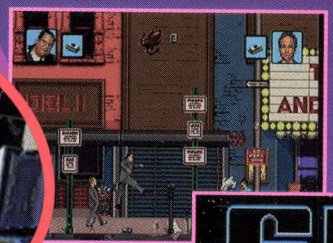
The Sun Scorchers module consists of another boring space shooter with one little twist: If you know the secret (and you're a good enough actor) you can fool your victim into thinking you've been electrocuted by the game's dangerous "Thermo-Graphics." Making your good friend think that you're dying in horrible agony—now that's funny!



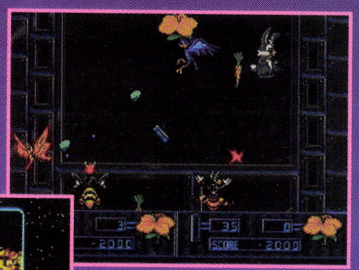


The magic trick modules of the game include Mofo, a wisecracking, mind-reading gorilla who can guess picked cards and an interactive movie in which Penn & Teller predict anyone's birthdate.

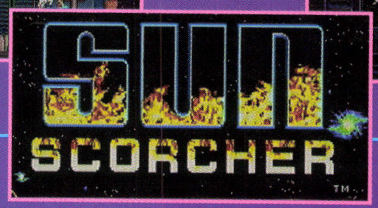


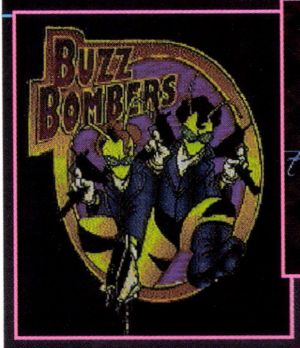


These "games" are really made to trick your pals.





















These magic tricks are where the devious originality of *Smoke and Mirrors* really comes across; I fell for the tricks hook, line and sinker, and so has every single person I've tried them on.

The selection of modules is rounded out by a below-average platform game in which cartoony versions of Penn & Teller run around throwing cards and trying to defeat evil Vegas magicians (yawn) and an ultra-realistic bus simulator, *Desert Bus*. The less said about the platform game, the better, but *Desert Bus* is brilliant in concept, if mind-numbingly boring in gameplay. You are given the chance to drive a bus from Tucson to Vegas—in real time. That's eight hours, folks. Eight hours of looking at nothing but flat desert. You can't just tape down the buttons on the control pad, either; the bus pulls to the right, and if you run off the road it will overheat and be towed. Complete your eight-hour odyssey and you earn—get this—one point and the option to turn around and do the return trip. You bet it's tedious, but isn't real life often just the same way? *Desert Bus* is the most realistic—and pathetically funny—vehicle simulator to date.

"...a tool to help you mess with your friends' minds."

Smoke and Mirrors' biggest flaw is that it really is little more than a series of jokes. The trick "games" here are so bad in both graphics and gameplay, it's doubtful you'll be able to fool hardcore gamers into believing that they're really seeing games designed for the Sega CD platform.

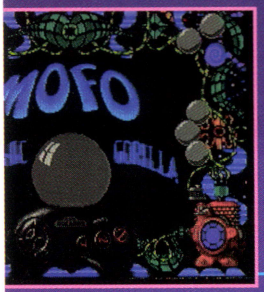
Even if you can fool people at first, there really isn't too much left to do after you've played the jokes on all of your friends. Penn & Teller's final (and meanest) joke is on you, the consumer: The fewer friends you have, the shorter *Smoke and Mirrors* will remain entertaining!

While I can't give *Smoke and Mirrors* high marks according to our standard rating system, Absolute should be commended for taking a chance and releasing this weirdly unique interactive experience. If nothing else, fans of Penn & Teller's "magicians from hell" image and their cynical sense of humor will probably be rolling in the aisles.

—Dan Vebber

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DEVELOPER
ABSOLUTE
SIZE
2 CDs
PLAYERS
1 OR 2



BREAKDOWN

GRAPHICS 5
Below average, choppy video footage.

SOUND/MUSIC 8
Lots of cracks by P & T themselves.

PLAYABILITY 5
Not really an issue (see review).

OVERALL RATING GOOD 6

VIDEOGAMES







Bug is an obnoxious green insect and that's just one of the reasons why you should love him. He's a movie star making the ultimate cartoon epic and you control the action. *Bug!* begins with one of those really cool rendered scenes but this one has a surreal look that can only be described as a colorfully cartoony version of the puppet-animated *Davey and Goliath*. (Is that show still on television somewhere?)

The gameplay could easily compared to any side-by-side platform game except in *Bug!* you can walk into the background and toward the foreground. This unique aspect of the play makes *Bug!* the first true quad-scrolling platform game. His powers come standard with spitting lethal green goo and squashing jumps.

The character designs of the enemies are a sheer joy to watch. The animation is so detailed that when I was marvelling at the graphics I would screw up. The bosses are so huge that the only way their whole bodies can be seen is if they are way, way, way in the background, tossing obstacles in Bug's way.

If you're looking for a platform title and you want *Donkey Kong Country*-quality graphics, *Bug!* is your game. While the quad-scrolling effect is really the only original thing in *Bug!*, the look is what makes this game a joy to play. *Bug!* is the first game to come from Sega of America and the infamous "Away Team" of developers. This first effort looks very promising for what's to come from this group.

—Chris Gore

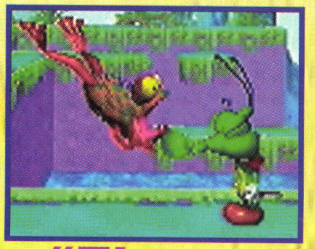
BREAKDOWN

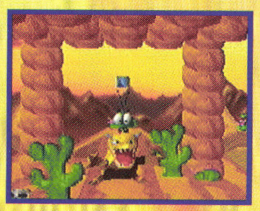
GRAPHICS 9
Colorful and 3-D-looking.

SOUND/MUSIC 6
After a while it gets on your nerves.

PLAYABILITY 7
I expected a lot more from a 32-bit action game.

OVERALL RATING ▶ COOL 7 VIDEOGAMES





"The world's first quad-scroller is pretty fun."



EDITORS' RATINGS

BETTY 9
Bug! is really cute!

GABE 6
The 3-D play is innovative, but the game is nothing special.

DAN 6
Looks beautiful, but ultimately fails due to boring, almost non-existent gameplay.

Bug can move left, right, up, down, into the background and toward the foreground, making him a very versatile insect.

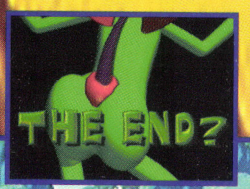














The annoying insects that inhabit Bug's world should all die a painful death at the hands of a can of Raid.

SEGA

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DEVELOPER
REALTIME ASSOC.
SIZE
CD
PLAYERS
1

ICEBREAKER

"A great strategy/action game!"



BREAKDOWN

GRAPHICS 7
Serviceable. Not flashy, but it works.

SOUND/MUSIC 6
Lots of "bleeps" and "bloops".

PLAYABILITY 9
Creeps up on you and keeps getting harder.

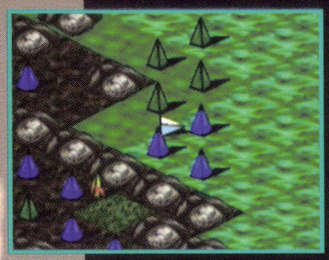
OVERALL RATING ▶ GREAT 8 VIDEOGAMES



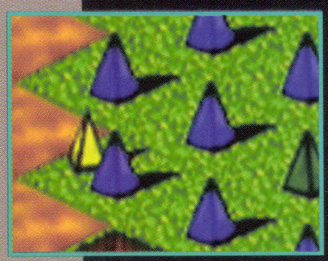
You deserve a break today. You're tired of playing *Doom*-carnage clones and space adventure simulators, two types of games which the 3DO seems to have in abundance. Maybe today you'd like to try some thing a bit more surreal and abstract, but fun and challenging at the same time. If you're looking for an addictive puzzler which still gets your adrenaline pumping then I suggest *Icebreaker* by Magnet Interactive.



The object of *Icebreaker* is simple: Destroy all of the pyramids on the screen, somehow, some way. It sounds idiotic, yes, but it's more complex than that. You are the rogue white pyramid and you're the only good obelisk in a land of either inert or evil Egyptian monuments. When you begin the game, you simply shoot the red pyramids with your gun without touching them (they're poison.) Run over the benign blue pyramids because you can't shoot them from afar and wait for the moving evil yellow pyramids because they can kill you swiftly—but they're also your allies, because only they have the power to destroy the green pyramids. Getting complex, eh? Well just wait until that blue pyramid transforms unexpectedly into a green one. Ah hah! Now you need to lure a yellow pyramid over and so on and so on and so on....



The game doesn't stay at this level, though. I've just described the first screen out of 150 different missions. As you make progress, new obstacles like lava pools, ice lakes, zombie pyramids, immovable rocks, bridges and God knows what else start to assault your brain. It becomes pure insanity before too long. You can start on any level you'd like, but the game's more fun if you follow the order of missions.



Icebreaker is an easy game to learn, but like every game worth its salt, tough to master. True, the graphics aren't going to win it any awards, but it doesn't need any flash to cover up rotten gameplay like most games out there. Words really fail to describe what a surreal experience it is. I suppose it's just the ultimate testament to pyramid power.

—Gabe Soria

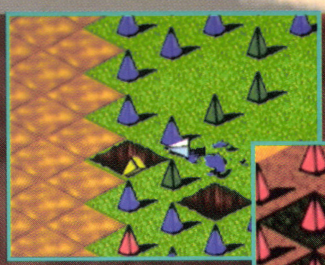
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DEVELOPER
MAGNET

SIZE
CD

PLAYERS
1







EDITORS' RATINGS

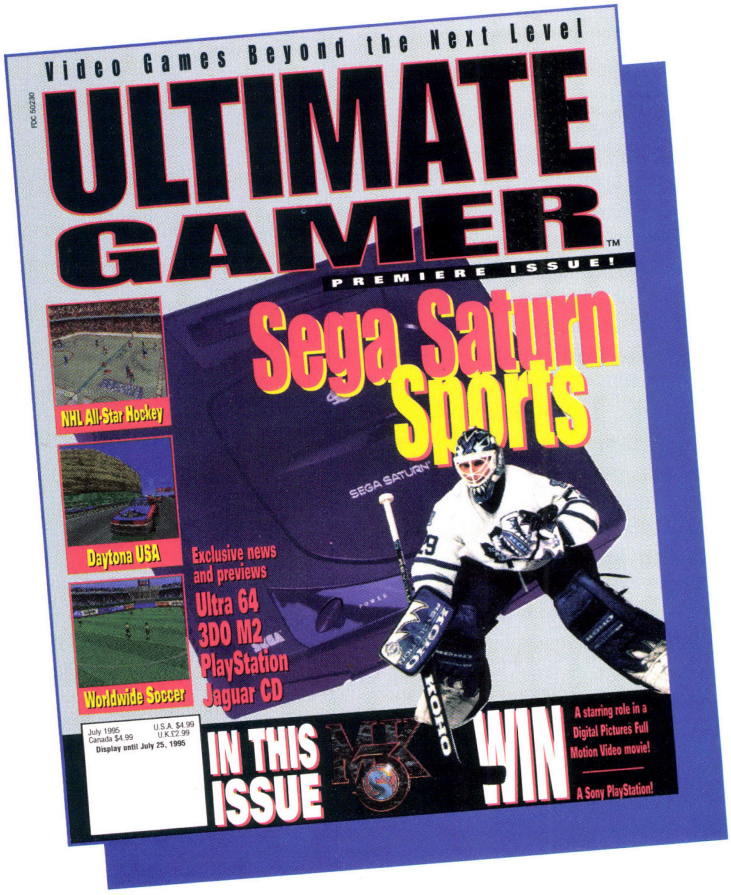
CHRIS G. 9
This could well end up being the *Tetris* of the nineties. An incredibly fun puzzle game. I haven't been this addicted to anything since I first discovered girls.

DAN 7
Good puzzle action indeed.

Icebreaker has 150 pre-fab levels and an

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PO'ed

If Salvador Dali and Beavis and Butt-Head had designed *Doom*, it probably would have looked a lot like *PO'ed*. If that sounds like a weird description, well, *PO'ed* is a weird game. A *really* weird game.

The plot is simple enough: Your spaceship has crash-landed in the middle of an alien metropolis and you're the only survivor. Armed with only a jet pack and a frying pan (you *were* the ship's cook), you need to build your arsenal, keep your health up and fight your way through a gauntlet of some of the most twisted and repugnant creatures ever converted to video sprites. (Be warned: You *will* be farted at by giant, skipping, human butts.)

Your movements around the 40 distinct levels of indoor and outdoor city terrain are displayed in a first-person shooter format. As in *Doom*, weapons are displayed along the bottom of the screen, held by your own ridiculously muscled arms. The starting stages of *PO'ed* are spent beating off the bizarre aliens with the aforementioned frying pan, but an arsenal of more deadly weapons awaits you as the game progresses, including a butcher knife, an electric drill and every manner of gun and bazooka imaginable. The wide selection of weapons—combined with copious amounts of blood, guts and alien corpses—is sure to bring *PO'ed* to the forefront of the debate over violence in video games. But for the most part, the violence is so over-the-top, it just comes across as silly. Using the electric drill on enemies results in so much blood that a hand actually appears to wipe the screen clean of the resulting viscera!

Still, laughable gore is nothing new, and *PO'ed*'s most impressive feature is its quick-moving, fluid simulation of jet pack flight. Blasting off is as simple as pushing a few buttons, and once airborne, you have access to a full 360 degrees of movement. This isn't virtual reality—you can't look straight up or straight down—but being able to fly around gives you not only amazing views of the enormous floating cities and platforms, but easy access to them, as well. During intense combat situations, the simulation of jet-pack flight is actually a little too realistically bouncy for its own good. Because there are no cold stops or instant starts, learning to maneuver under fire takes some doing. A radar screen of enemy locations would have helped greatly. Because of its jet pack-wearing protagonist, *PO'ed* is similar in many ways to another new game for the 3DO, *Bladeforce*. But where that game is slick and stylish, *PO'ed* is rude, goofy and not afraid to make a few gross noises. Those who like giggling maniacally during stressful combat situations are sure to give this unusually tweaked shoot-'em-up a strong cult following.

—Dan Vebber

BREAKDOWN

GRAPHICS 9
Uniquely detailed and gritty.

SOUND/MUSIC 6
Macho grunts are nothing new.

PLAYABILITY 8
Needs some kind of aiming scope.

OVERALL RATING GREAT 8 VIDEOGAMES

ANY CHANNEL

PHONE
(201) 420-8269

DEVELOPER
ANY CHANNEL

SIZE
CD

PLAYERS
1





This burly lookin' dude grabs up chunks of the floor to chuck at your noggin.



"You will be farted at by giant, skipping, human butts."



The remains of slaughtered aliens aren't pretty.

EDITORS' RATINGS

CHRIS G. 9
Doom with a twist. The gross stuff is a real gas!

GEOFF 8
Another highly entertaining game for the 3DO.

GABE 7
A very funny *Doom*-clone.

HELL

The popularity of this type of game has greatly increased over the past year. First seen on PCs everywhere, interactive adventure stories open up whole new realms of gaming possibilities. The only problem is that the playability of games like these is pretty moderate, at best.

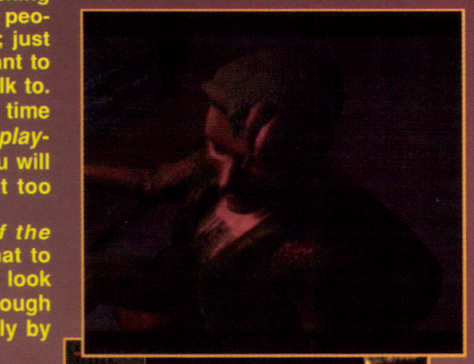
Hell, which has just recently made the jump from the PC to the 3DO, is a prime example of a great interactive story that falls short due to its lack of player control. In the game, you play two ex-secret agents who are now on the lam as the result of a government set-up. Big Brother in this case is a government run by 700 Club deviants, claiming that the evil they do is exactly what God wants.

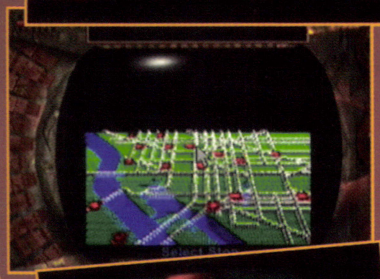
The thought of Bible thumpers running the U.S. is spooky enough without the Gates of Hell opening also, which is precisely what happens. Now, in an effort to clear their names, your characters will have to follow a trail of clues through the corridors of power, right into Mephistopheles' kitchen.

Starring in this game are Dennis Hopper, Stephanie Seymour, Grace Jones and Geoffrey Holder. America's favorite bad guy, Hopper excels in his role as the Prince of Darkness; apart from the stunningly attractive Seymour, the others don't make much of an impression. *Hell* is an entertaining game. You travel from area to area picking up clues by searching rooms and talking to people. Using the interface is a piece of cake; just click the pointer on the area where you want to search or the person whom you want to talk to. The only problem is that you spend more time just watching and listening than actually *playing*. Inquiry is the most frequent action you will find yourself engaged in, so don't expect too much excitement.

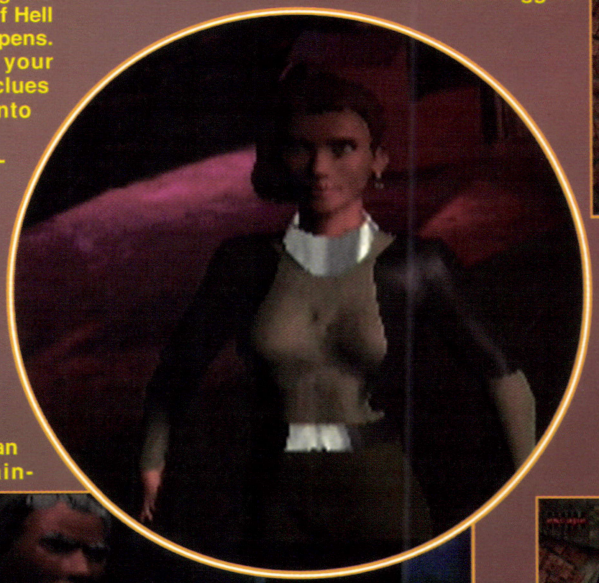
If you've played games like *Rise of the Dragon* or *The 7th Guest*, you'll know what to expect. If *Doom* is what you're looking for, look elsewhere. *Hell* is an intriguing journey through a creepy story that will be appreciated only by those with imagination and patience.

—Geoff Higgins

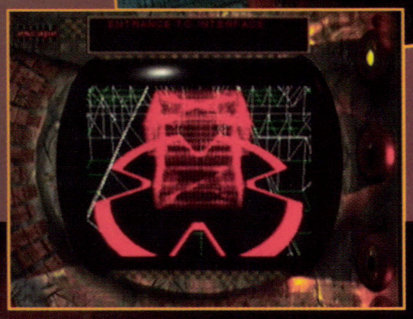












EDITORS' RATINGS

CHRIS B. 7
I'd like to have more interaction with the characters, especially Seymour.

DAN 6
I need to do more when I play.

GABE 6
Looks great, but it's hard to control and a bit irritating.

Distributed By
GAMETEK

PHONE
(305) 935-3995
DEVELOPER
TAKE 2 SOFT
SIZE
CD
PLAYERS
1

BREAKDOWN

GRAPHICS 9
Eerie, as Hell should be.

SOUND/MUSIC 8
Plenty of dialogue to keep you interested.

PLAYABILITY 5
Skill does not apply here.

OVERALL RATING COOL 7 VIDEOGAMES

SAVAGE REIGN

NEO·GEO
MAX 330 MEGA
PRO-GEAR SPEC
SNK

PHONE
(310) 371-8555
DEVELOPER
SNK
SIZE
170 MEG
PLAYERS
1 OR 2







There is an ongoing argument in video-game circles between Twitchers (those who play fighting games) and Thinkers (the name says it all). Right now us Twitchers are having a blast while the thinkers are starving for a good game. Get ready for seconds with *Savage Reign!*

Take the weapons from *Samurai Shodown*, the multi-plane playing field from *Fatal Fury*, the attack system from *World Heroes 2 Jet* and the scaling from *Art of Fighting* and you'll end up with this latest offering from the *Samurai Shodown* design team. Yes, Savage Reign actually has something from almost every previously-released Neo•Geo fighting game. The characters aren't take-offs, though, which is good. The designers have created characters which are unique enough to star in their own Anime series.

Now: As a fighting game player, do you agree that what you see going on around you is nearly as important as what you're doing in these games? Would you play a game with graphics that look like a BASIC program? Of course not. This is where *Savage Reign* shines like a bald head in a heat wave. The backgrounds are simply beautiful. Not necessarily because of some impressive special effect, but because they're fresh, unusually active and involve some interaction between the fight and the scenario. In one of the levels you can be run over by a go-cart if you not careful. Besides the mandatory vocals accompanying special attacks, the audio is muddled by the eye-candy.

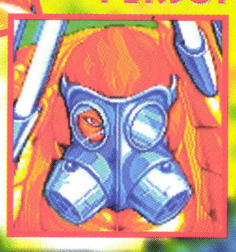
Unfortunately, *Savage Reign* loses points in the playability department for its lack of combos. Any of the fighters can throw a projectile by pressing the **B** and **C** buttons simultaneously. This causes some confusion, since projectiles can also be performed by specific button and joystick actions. Instead of the combos we've become accustomed to, *Savage Reign* plays like a game of hit



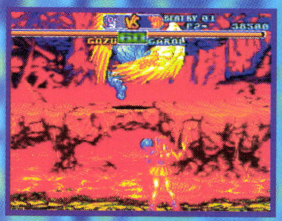




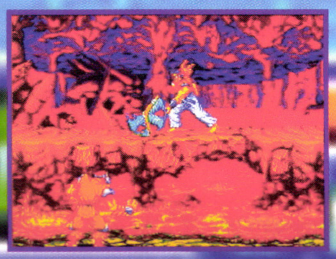
WOW!
CHARACTERS WITH LOTS OF PERSONALITY!


















"Combos... I need combos!"

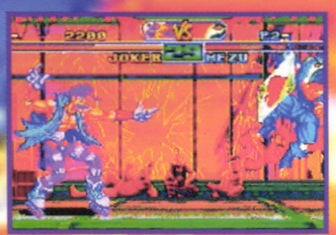
and run. You attack your opponent once then head for cover. To make matters worse, the multi-plane playing field really impedes gameplay. You'll find that some opponents will play hard to get by pressing the **A** and **B** buttons together, which causes them to jump into the other plane and waste time.

I can't complain too much because—aside from these flaws—playing *Savage Reign* is extremely fun. However, it might be a good idea to make some verbal rules (such as "no plane jumping") prior to engaging in a two-player rumble.

Judging by the elements in play, the design team did its homework, but didn't ace this test. It's a decent game, but what it comes down to is this: Which game is going to get my money, *Savage Reign* or *Fatal Fury 3*? After long, long periods of deliberation, I'd say *Fatal Fury 3*. Still, *Savage Reign* has a lot in its favor.

—Tyrone Rodriguez






BREAKDOWN

GRAPHICS 8
Bright and beautiful; some explosive moves.

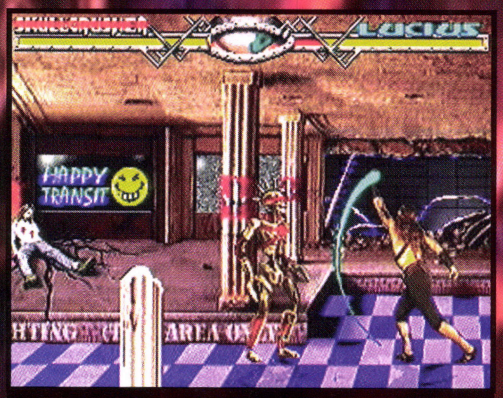
SOUND/MUSIC 7
Kinda gets lost in all the action.

PLAYABILITY 7
Can't do it, Cap'n...not enough combos!

OVERALL RATING ▶ COOL 7 VIDEOGAMES

It doesn't play like any other SNK fighter.

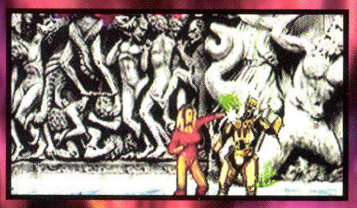
JAGUAR



Some of the backgrounds are so incredibly detailed that they detract from the fighting!







It seems that the demand for fighting games is at an all-time high. There have been some truly incredible fighting games released recently and the stakes are now raised to a level where only the strong can survive. For Jaguar owners looking for a piece of the action, there hasn't been much cause for celebration. *Kasumi Ninja* was just plain insulting and *Fight for Life* wasn't much better. But wait! There is hope! It's called *Ultra Vortex*.

Beyond Games—developer of the cult classic Lynx game *BattleWheels*—has done a beautiful job with some of the visuals in *Ultra*. The opening character-select screen looks intense; it features a demon-like creature named the Guardian whose head moves from side to side while he's holding a character in each hand.

All seven of the game's characters are digitized and most of 'em are animated smoothly, as one would expect. There's a nice variety of fighters to select from, too: a sweet-looking female called Volcana, a huge, granite-textured monster named Grok and a shiny, metallic cyborg, Skullcrusher (my favorite) to name just three.

Some of the backgrounds in the game look absolutely dynamite, some of the best I've ever seen in a home cart. The subway scene has a cool *Revenge of Shinobi* feel to it. There are multiple video screens going berserk, displaying strange commercials while trains speed by in the distance. This is good stuff. There's also a street scene in which one onlooker is drinking some putrid green stuff and spitting it out onto the ground. You can tell someone spent a considerable amount of time on these little details; they add so much to the overall atmosphere of the game. Unfortunately, there are other backdrops which aren't *nearly* as exciting; in fact, they're fairly boring.

Once you kill off all of the characters in the one-player mode, you must face the "Shades of the Defeated." This is an endurance match where you battle the shadows of all the characters whose butts you have already kicked. Only after this can you go up against the evil Guardian himself.

At this point, you may be wondering how *Ultra Vortex* controls. There are plenty of cool special moves and projectiles in the game, with "Annihilation Time" being the *Ultra Vortex* equivalent to the ever-popular fatality.

But there's some bad news. The super-stiff directional pad of the Jag controller severely restricts free-flowing movements which—on the Genesis, for example—would come off slick as ice. After an hour, my thumb was really freakin' sore from having to apply so much pressure to the pad. Atari needs to wise up and take a serious look at what makes for a good controller. A smooth-moving rocker-type joypad would help, for starters. Second, screw the multitudes of buttons and the overlay thing. There are just some things in life that are better simplified.

Should you buy *Ultra Vortex*? Absolutely. It's the best fighting game for the Jaguar. Now all we need is a decent controller...ARRGGHH!

—Jim Loftus

BREAKDOWN

GRAPHICS 8
Very colorful; the subway scene is my favorite.

SOUND/MUSIC 7
Music is weak; the announcer's voice is E-V-I-L!

PLAYABILITY 5
The Jag controller and fighting games don't mix.

OVERALL RATING ▶ COOL 7 VIDEO GAMES

"It's the best fighting game for the Jaguar."





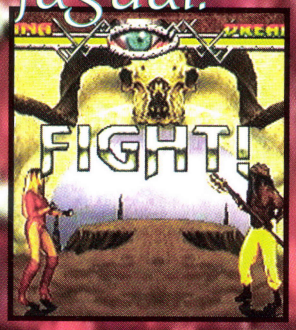
BEYOND GAMES

PHONE
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DEVELOPER
BEYOND GAMES

SIZE
4 MEG

PLAYERS
1 OR 2

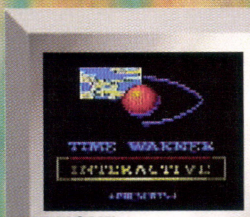


EDITORS' RATINGS

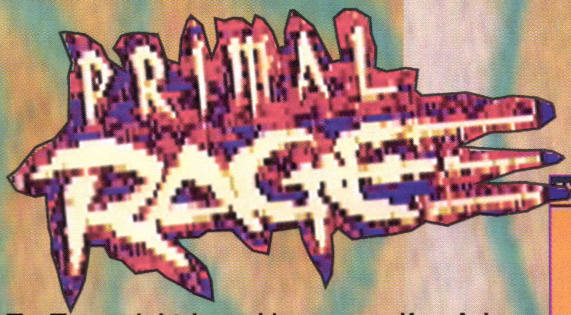
CHRIS B. 7
Jim's review is right on the money.

CHRIS G. 6
If this is the best the Jag can do with a fighting game, they've got a long way to go.
Go Jaguar!

GAME BOY
GAME GEAR



PHONE
(408) 473-9400
DEVELOPER
PROBE
SIZE
4 MEG
PLAYERS
1 OR 2

































Ou might be asking yourself, "What's the point of playing a game like *Primal Rage*—a game notorious for its outstanding, groundbreaking graphics, gameplay and sound—on a low-end 8-bit system like the Game Boy or Game Gear?" To tell you the truth, I was asking myself the same question.

The Game Boy version is purely for those of you who are into abstraction of ideas, because that's pretty much what this game is like when you stand it up next to the arcade version. But that's an unfair comparison, because developer Probe obviously knows that a Game Boy can't stack up to an arcade game, so the programmers have tried their best to come up with a worthwhile portable game that makes you say, "Hey, good lookin'."

Missing from both versions is the character Vertigo—one of my favorites from the arcade—but Blizzard, Chaos, Talon, Diablo, Armaddon and Sauron still survive. Your goal is to defeat the other "gods" and reign supreme over the new "Urth," which is our planet after a global cataclysm. Unfortunately, each character only has one special move to aid in his conquest. There are some things, I suppose, that lack of memory just won't allow. The fact that both systems only have two action buttons (compared to the arcade's four) complicates the execution of special moves.

Also missing from both versions are the hordes of humans which provided comic (and hunger) relief in the arcade.

The Game Gear version obviously looks better since it's a color system, but I was especially impressed by Probe's ability to keep the original color schemes intact. The animation of the characters in both versions is obviously very limited, but the Game Gear cart is a credit to its creators and the hardware.

"AMAZING! Both versions are great adaptations."

The Game Boy and Game Gear versions of *Primal Rage* have quite a bit going for them. Both versions support two-player linking (a definite plus), both have training modes and handicapping features, and—surprisingly—both have combos. Very unusual! While it's true that neither game comes close to the power and the glory of the arcade version, they'd be my games of choice if I ever had to ride the desert bus from Tucson to Las Vegas.

—Gabe Soria

Primal Rage developer Probe also worked on the home versions of Mortal Kombat II. It shows.

EDITORS' RATINGS

CHRIS B. 8
Good portable conversions; surprisingly enjoyable.

CHRIS G. 7
As good as it gets for portable dino-death!

GEOFF 5
The overrated arcade sensation fizzles on the portables.

BREAKDOWN

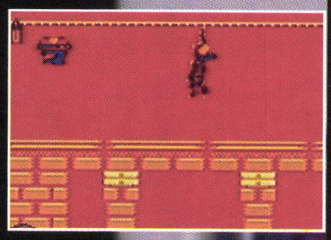
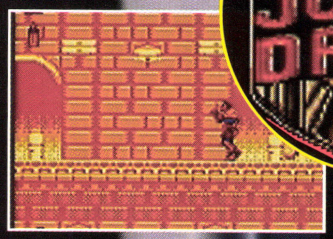
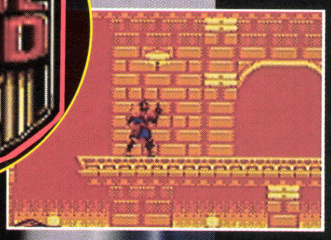
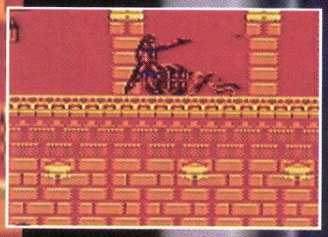
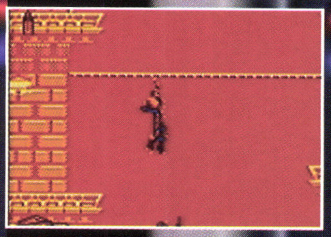
GRAPHICS 8
Great stuff for each system.

SOUND/MUSIC 6
Not the arcade, but it'll do.

PLAYABILITY 8
Surprisingly fun versions of an arcade classic.

OVERALL RATING ▶ COOL 7 VIDEO GAMES

GAME GEAR
GAME BOY

JUDGE DREDD

Akiaim entertainment inc.
PRESENTS

PHONE
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DEVELOPER
PROBE
SIZE
2 MEG
PLAYERS
1







What makes a good portable game? The primary thing you look for is playability; the game must be addictive enough to keep your attention off whatever made you purchase a portable system in the first place. If the bums on the bus are more interesting than your game, it's a good bet that you've been burned. Everything else, graphics and sound and all those other bells and whistles come second. Therein lies the explanation for the success of *Tetris*: It's not much to look at, but your house could be on fire and you'd keep playing. Which brings me to *Judge Dredd* for the Game Gear and Game Boy; they're the second cousins of the Genesis and SNES games reviewed earlier this issue.

"Both versions provide portable justice with a vengeance!"

Of the two, the Game Gear version fares better. Both games are of your standard platform/shoot-the-bad-guy mold. The plot of each game is virtually identical to that of the 16-bit games: As Judge Dredd you must clean the streets of criminal vermin. Sounds cool, huh? Well, Judge Dredd is one bad customer in the comics, and in these games, he dishes out justice with a vengeance.

Basically, you must destroy the bad guys before they get you. The graphics in the Game Gear version are very good. The Game Boy version fares worse, because it doesn't have cute pictures to keep your brain focused. In each level you have a number of objectives, both primary and secondary, which adds a little spice to the stew. While *Judge Dredd* may be just another platform game, bloody mayhem is just my cup of tea.

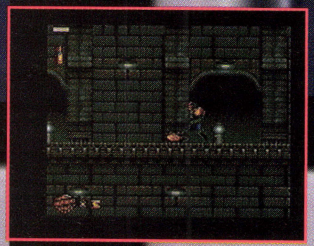
—Gabe Soria

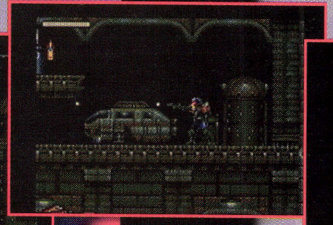
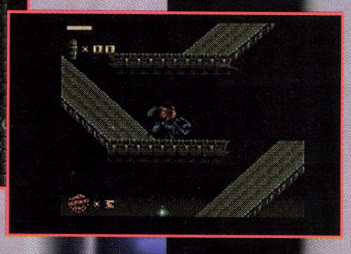
EDITORS' RATINGS

GORE 7
The Game Gear version has some incredibly colorful backgrounds.

DAN 5
Both versions are dull platform games.

BETTY 5
The Judge is so tiny he's cute.

BREAKDOWN

GRAPHICS 7
Alright...for portables.

SOUND/MUSIC 5
Game Gear effects are cool; so-so on the Boy.

PLAYABILITY 6
Neither is very much fun to play.

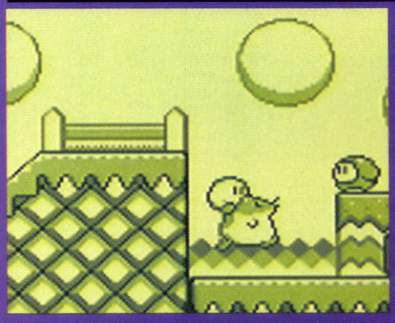
OVERALL RATING GOOD 6 VIDEOGAMES

CAPSULE REVIEWS

August 1995

GAME BOY

KIRBY'S DREAM LAND 2 • NINTENDO • 1 PLAYER • 4 MEG



Everyone's favorite air-filled pillow creature returns yet again! This time around, Kirby is joined by three friends (a hamster, an owl and a fish) who let him ride around on their backs and take advantage of their special powers (remember Yoshi the dinosaur in *Super Mario World*? Well, this is the same sort of deal). The addition of the friends helps beef up the gameplay to an addictive level. The graphics, although nothing great, get the job done and convey the cuteness.

BREAKDOWN

GRAPHICS 7
Just about equal to the previous *Kirbys*.

SOUND/MUSIC 9
A rollicking, complex score.

PLAYABILITY 9
Kirby's new friends = new playability.

OVERALL RATING GREAT 8 VIDEOGAMES

GAME BOY

ANIMANIACS •KONAMI • 1 PLAYER • 2 MEG



Those zany Animaniacs are back in another game. This time, the Warner brothers and sister Dot are out to find Hollywood momentos for their new novelty shop. Switch control between all three as you search for these items on Tinsel Town's back lots. While the characters are endearing, the gameplay isn't very substantial. *Animaniacs* becomes all too repetitive after only a short period of time. The *Lost Vikings* gameplay worked on the 16-bit systems, but not here.

BREAKDOWN

GRAPHICS 5
Wakko looks like Wakko.

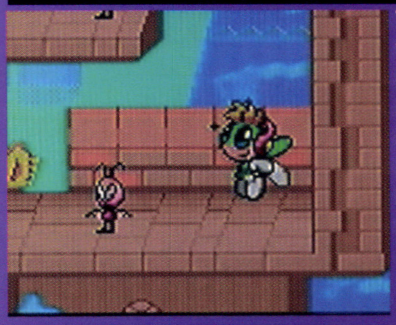
SOUND/MUSIC 5
Zany music can be heard.

PLAYABILITY 5
Could've used a little work.

OVERALL RATING OKAY 5 VIDEOGAMES

GAME GEAR

TEMPO 2 • SEGA • 1 PLAYER • 4 MEG



Tempo, a squat little grasshopper, lives in a world where music is king. As a result, his attack involves dancing, snapping his fingers and spurting out musical notes. Gameplay is relaxing and fairly unique, thanks to Tempo's ability to hover. Though a tad slow at times, *Tempo 2* is a nice, solid platform game with unexpectedly clear cartoon graphics and a decent score.

BREAKDOWN

GRAPHICS 9
The thick black outlines help greatly.

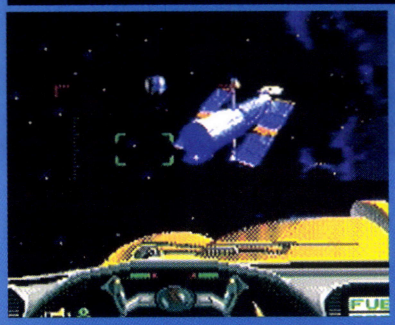
SOUND/MUSIC 7
Good for Game Gear.

PLAYABILITY 7
Slow, but relaxing.

OVERALL RATING COOL 7 VIDEOGAMES

GENESIS

MAGIC SCHOOL BUS • SEGA • 1 PLAYER • 8 MEG



The Magic School Bus flies around the solar system, meeting a variety of obstacles and puzzles and educating with occasional scientific trivia. A noble concept, to be sure, which unfortunately falls flat as handled here. Many of the brain teasers and factoids are just too advanced for little kids, and the graphics of smiling teachers and freckle-faced school children are enough to make teens and adults want to kick the screen in. "flight simulator" mode is kinda nifty, though.

BREAKDOWN

GRAPHICS 8
More distinctively styled than usual.

SOUND/MUSIC 7
Toggles between hummable and irritating.

PLAYABILITY 6
Too hard for li'l kids, too corny for adults.

OVERALL RATING GOOD 6 VIDEOGAMES

RPG Attack!

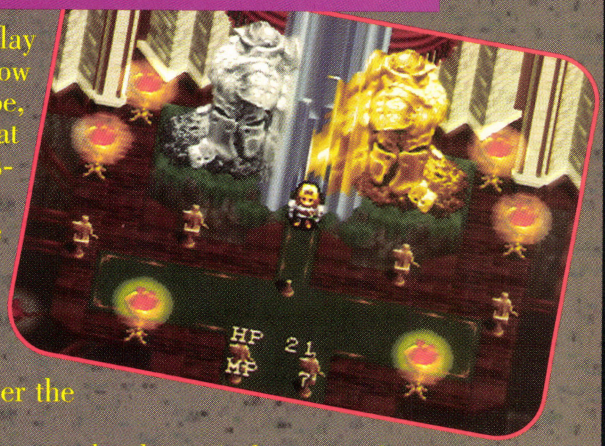
SUPER NES

The Saga Continues...



If you ever got a chance to play *Seventh Saga* and see just how excellent an RPG could be, then you'll be happy to know that its sequel, *Seventh Saga 2*, is visible on the horizon.

SS2 takes place on a remote island. You play a hero and are trying to save your comrades who have been turned into little, wooden figurines. To break the spell, you must travel into other worlds that are contained within statues, and recover the icons that correspond to each trapped character.



Unlike the original, where you can choose one of the eight characters to be the main hero, you have no choice which character you'd like to play; there is only one. Also, there are many more monsters to battle, unique to their own worlds. More stages have also been added to beef up the playing time.



Oldies, But Goodies

Up until recently, if you wanted to play a good RPG, you had to search far and wide to find one. This was especially true if you owned a Genesis. While SNES owners may have had *Secret of Mana*, *Zelda*, *Final Fantasy* and *Breath of Fire*, the Genesis pretty much only had *Phantasy Star* and *Shining Force*. Now, thanks to companies like Koei and Working Designs, RPGs for the Genesis and Sega CD are becoming more frequent. Along with the developers at Square Soft and Enix, who are releasing such excellent titles as *Ogre Battle* and *Chrono Trigger*, RPGs are coming to a head. But if you are a Genesis owner and an avid RPG fan who devours them like we do, then the lack of current RPGs is still great when comparing Genesis with SNES. So, to tide you over until the release of *Lunar: Eternal Blue*, here are some RPG and strategy game titles that all you Genesis owners may have missed: *Shadowrun*, *Pirates! Gold*, *Might & Magic II*, *Buck Rogers*, *Dark Wizard* and *War Song*.



Though it's not a true RPG, *Kingdom: The Far Reaches* has enough sword-and-sorcery elements to qualify it for inclusion in our *RPG Attack!* section. It's actually more like a thinking person's version of *Dragon's Lair* than anything else—which is not surprising, considering that the game's full-motion video footage is taken from an old-school laserdisc arcade game called *Thayer's Quest*. *Kingdom* is an interactive cartoon which takes you on an adventure to find the lost relics of your land. Find the relics and you'll be able to rid your world of the evil lord.

This game may not take place in Moldol, but it might as well. Tolkien fans who play *Kingdom* will get the distinct feeling that they've been to these places before, the difference being that, in that instance, their traveling companions were hobbits.

The look of the game is beautiful. The graphics are fantastic and the animation smooth. Your ears will also find a bit of stimulus from the music and voices that are so abundant in this game. *Kingdom*'s only flaw is its playability. As in most FMV games, you're not allowed to do very much. Basically, you move the arrow around the screen and select where you'd like to go next. When you encounter a decision-making situation, the game gives you a few moments—more than in *Dragon's Lair* or *Space Ace*—to choose what you'd like to do. To use an item in your inventory, position the arrow above it and click. If it's possible to use that item, the screen will advance; if not, nothing will happen and you must choose another action. Like *Dragon's Lair*, a wrong move will end with your demise, so make sure you save frequently!

I liked *Kingdom: The Far Reaches*. The sound and look of the game kept me interested, as did the turns in the plot. Unfortunately, skill is not a factor in this game. If you listen to what people say and have the brains to put two and two together, you'll do just fine. Just don't wander into any locations without first being told to do so or it's curtains. If you're a parent, this will wow your kiddies; If you're older and more patient, this is a relaxing change.

—Geoff Higgins

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DEVELOPER
VIRTUAL IMAGE

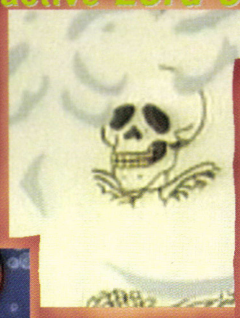
SIZE
CD

PLAYERS
1





"It's like an interactive *Lord of the Rings*. Very cool."



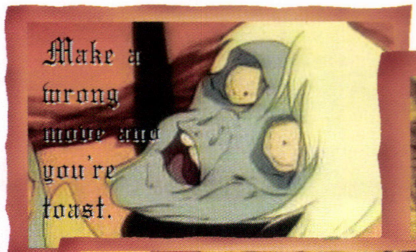
















EDITORS' RATINGS

GABE 8
Wow! The overlooked arcade classic finally gets its due.

CHRIS G. 7
Definitely a step above *Dragon's Lair*.

CHRIS B. 6
I never thought I'd see the day; Halcyon lives on!

BREAKDOWN

GRAPHICS 9
Excellent animation; feels like *Lord of the Rings*.

SOUND/MUSIC 10
Lovely music and great acting from the cast.

PLAYABILITY 5
You watch and listen more than you play.

OVERALL RATING ▶ COOL 7 VIDEOGAMES



Romance of the Three Kingdoms IV
Wall of Fire™

Continuing their second most successful series, Koei has once again made a winner. *Romance of the Three Kingdoms IV* is another excellent entry into Koei's ever-growing library of historical strategy games.

How do you expand on a style of game that is already so well-known? If you've played any of the games in this series, you already have the majority of skill and knowledge to play this game competently.

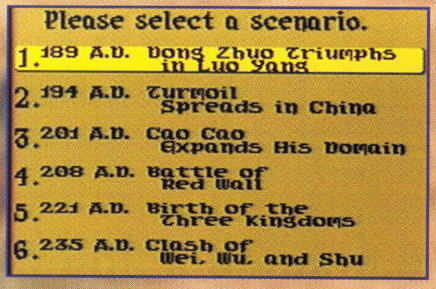
Strategy-wise, *Romance IV* is exactly the same as any other Koei game: First you must concentrate on developing your dams and fields, cultivating crops at the end of every season. Also, it is necessary to recruit officers and troops to train and shape into a powerful army.

Of course, you must not look inward, only. Entropy abounds in this land and it is important to keep abreast of these goings-on. Seal pacts with neighboring warlords, strengthen relations with allies abroad. Of course it is quite often very wise to engage in a little treachery yourself to cause unrest, or even rebellion in your enemy's territories.

Everything that you loved about the other games in the series is right here. But there are changes.

One change for the worse is the omission of battles using miniatures. No longer will you get to see little units of cavalry or infantry clash together; now you will only get to watch circular icons move about like checker pieces...not that this in any way affects the strategic element of the game.

Also, you can now engage in large naval battles and perform more sneaky maneuvers during battles and politics alike. Snoop around a neighbor's fields or barracks to compile information.









Sieges no longer have the *Oomph* they used to.

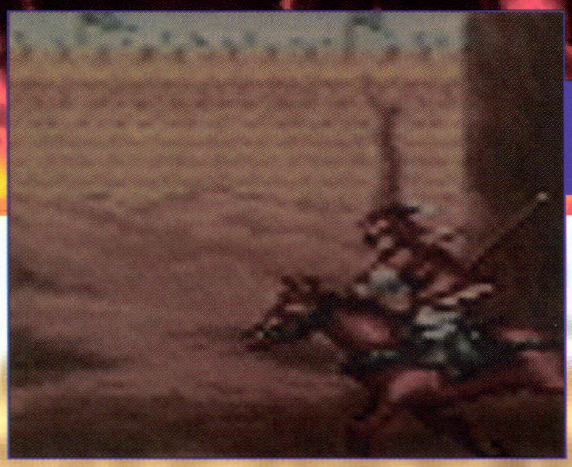


"You can always count on high quality in this series."

EDITORS' RATINGS

GABE 6

As much as I've loved previous Koei games, I have to admit that their winning formula is becoming just that: a formula. Still, for fans of the genre, this one doesn't disappoint.



End a battle quick with a duel.



Also, ambushes and the like are more readily available to the smart warlord.

Romance of the Three Kingdoms IV is another example of exemplary gaming by the developers at Koei. Strategy fans should rejoice at the release of another of these titles. But, as I have said previously concerning Koei games, they sometimes drag a little and can become quite tedious to play. So don't bother getting this game unless you're interested in no-frills strategy where a smart diplomat can be just as important as a mighty warrior.

—Geoff Higgins



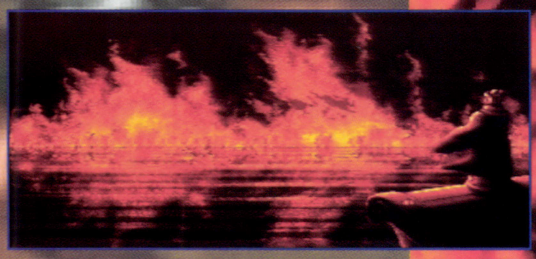
BREAKDOWN

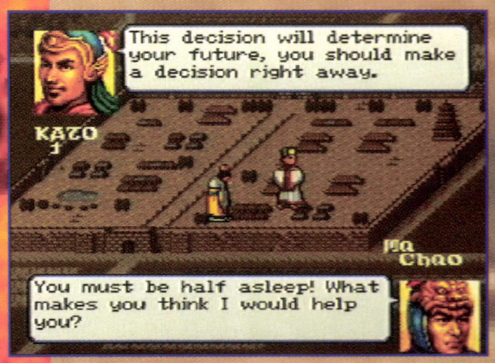
GRAPHICS 6
Very utilitarian.

SOUND/MUSIC 5
Not much difference from its predecessors.

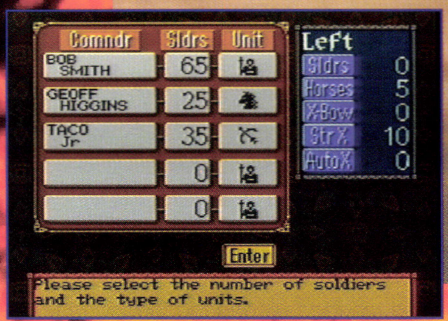
PLAYABILITY 8
Complex strategy game with great depth.

OVERALL RATING ▶ COOL 7 VIDEOGAMES

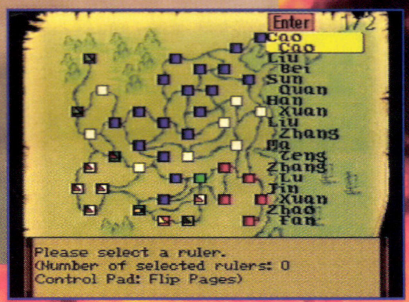






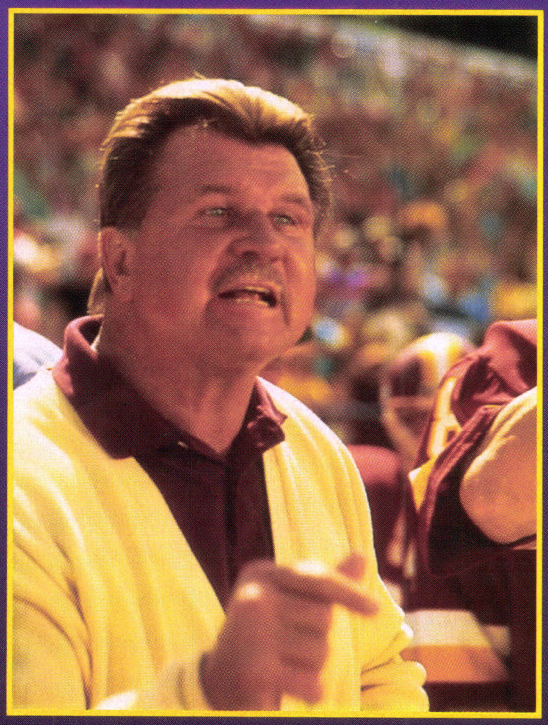






SportsWire

A SUPERFAN'S DREAM COME TRUE



Mike Ditka has a new football game in the works, and it's like nothing you've ever seen. Teaming up with those Full-Motion Video cowboys at Digital Pictures, Ditka plans on changing the course of sports games forever! This empire that the big MD is constructing could become the most influential and powerful on the planet. We'd expect nothing less from Ditka.

Principal shooting for *Quarterback Attack* with Mike Ditka just recently wrapped up at El Camino College. 13,000 cut-out people were painstakingly crafted and put into the seats to simulate the excitement and enthusiasm of a Tampa Bay game. Then, director Ron Stein (the visionary who choreographed the fight scenes in *Rocky III* and *Raging Bull*) filmed the execution of a series of offensive and defensive plays straight out of Ditka's book.

The end result will be a first-person football game in which the decisions you make during a play effect the outcome. Ditka's plan is to bring it to us the "Choose Your Own Adventure" of the sporting world.



These girls know how to cheer a guy on.





Hey Mike, can you say, "The Bears?"

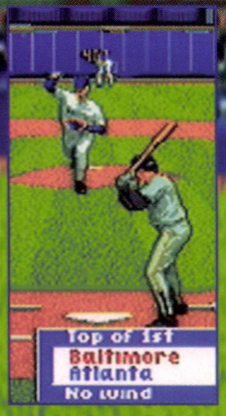
HardBall 95

- Exhibition/Practice Mode
- League/Season Mode
- Tournament Mode
- Substitutions
- Team Construction
- League Construction
- Battery Backup
- Password Backup
- Instant Replay
- Official License
- Players 1 2 3 4 5

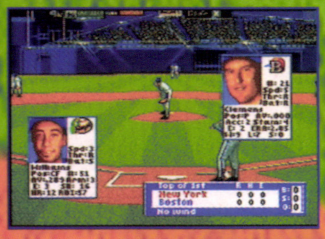


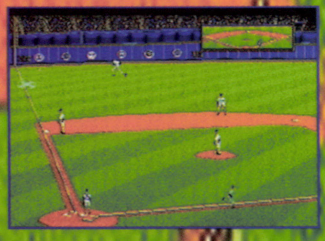
SPORT ACCOLADE

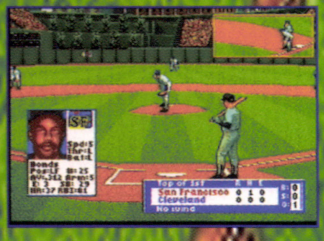
PHONE
(408) 296-8400
DEVELOPER
ACCOLADE
SIZE
24 MEG
PLAYERS
1 OR 2



Plenty of player pictures to look at.







The boys of summer have returned as has the popular *Hardball* series. *Hardball '95*, the newest baseball cart from Accolade, has several improvements which put it a step above its predecessors.

The first improvement you'll notice is the smoother player animation. More frames of animation per second create much more realistic player movements.

Another improvement that you might not notice is the enhanced intelligence of your computer opponent. Expect smarter baserunning, fielding and pitching. Also, you'd better watch your own pitching, because the crafty computer opponent now has the ability to pick up on any patterns or habits you might fall into, sending one of your balls over the fence.

Hardball '95 also has 256k of SRAM that will allow you to save two teams' worth of modifications. Now you and a friend can each have your own specialized team with modified statistics of all your favorite players.

Other cool features include the ability to trade and the addition of wild pitches thrown on the part of the computer. You can't forget stats either. Stats abound in *Hardball '95*, from individual leaders to team averages. The game's playing modes include Full Season, Half Season, All-Star Game, World Series, Home Run Derby and batting practice.

There are a few flaws worth mentioning. For one, the absence of color in away uniforms makes it very difficult to tell your baserunners from your opponent's fielders (It's also not very pleasing to the eye). Another problem is in the fielding views: There is a complete lack of depth when the ball is hit to straight-away. The views of the ball as it leaves the infield are awkward too.

Graphics are *Hardball's* only problem. With tons of stats and player animations, it remains one of the more interesting baseball titles.

—Geoff Higgins

BREAKDOWN

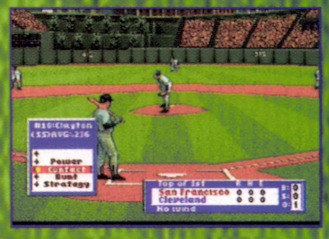
GRAPHICS 6
Smooth player animation is very realistic.

SOUND/MUSIC 7
Listen to Al Michaels make the calls.

PLAYABILITY 8
Tons of stats and good gameplay.

OVERALL RATING

COOL 7 VIDEOGAMES







"Loaded with stats, it's an improvement over Hardball'94."

NEXT MONTH IN VIDEOGAMES

- **Killer Instinct Onslaught!**

  The most extensive coverage, hottest tips and deadliest strategies to date! Learn once and for all how to tear apart those creepy skeleton dudes femur-by-femur! (Unless, of course, you're *playing* the creepy skeleton dude.)

- **Even more Mortal Kombat 3 coverage!**

  More nasty fatalities, more bone-crunching moves, more awesome codes. If you can't beat *MK3* after this, you don't deserve to grip a joystick!

- **Gex Strategy Guide**

  It's tail time! If you want to hang with the green guy, we'll show you how to *really* kick some tail!

- **All the Latest Techno-Babble**

  On PlayStation, Saturn, 3DO and Nintendo's new 128-bit system! (Calm down. We're only kidding about the 128-bit part.)

- **Plus!**

  The usual slew of brutally honest reviews, exclusive previews and incisive commentary from the hippest staff of writers in all of gamedom! (Okay, we're really the *geekiest* staff, but we know you love us anyway.)

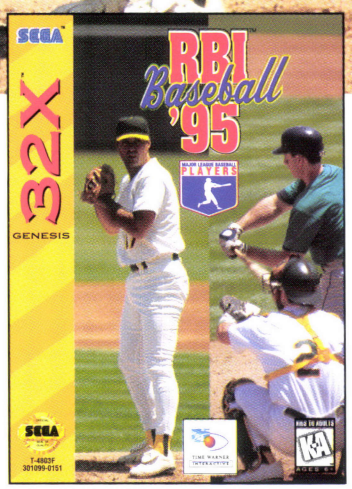


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(25)	SECOND PRIZES:	RBI Baseball '95 hat and watch.
(100)	THIRD PRIZES:	RBI Baseball '95 hat.

NAME

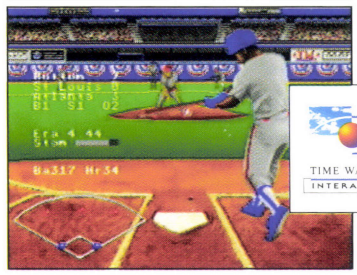
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To enter, complete an official entry form or, on a plain 3"x5" paper, hand print your name, address and zip code. Mail your entry to: A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 8095, Grand Rapids, Minnesota 55745-8095. Enter as often as you wish, but each entry must be mailed separately and be received by 8/31/95. Mechanically reproduced entries will not be accepted. No responsibility is assumed for late, lost, illegible, incomplete, postage due or misdirected entries. Prizes and approximate retail values are: Grand Prize (1): An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform" * Retail Value** : Baseball - $27.50; Bat - $90.00; Team Jacket - $100; Jersey - $110; Hat - $20. First Prize (8): An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES. Retail Value** : $27.50 each. Second Prize (25): RBI Baseball '95 hat and watch. Retail Value: $25.00 each set. Third Prize (100): RBI Baseball '95 hat. Retail Value: $10.00 each. Total Prize Pool Value: $2,762.50. Winners will be selected in a random drawing, on or about 9/15/95, from among all eligible entries received. Drawing will be conducted by Marden-Kane, Inc., and independent judging organization whose decisions are final and binding on all matters relating to this sweepstakes. All prizes will be awarded and winners notified by mail. No substitutions or transfers of prizes are permitted except by sponsors due to unavailability, in which case a prize of equal or greater value will be awarded. Odds of winning depend upon the number of eligible entries received. Taxes on prizes, if any, are the responsibility of the individual winners. Winners agree to the use of their names and/or likenesses for publicity purposes without further compensation, except where prohibited by law. Winners may be required to complete an Affidavit of Eligibility and Release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Sponsors and their agencies assume no responsibility or liability for damages, losses or injuries resulting from participation in this sweepstakes or acceptance or use of any prize. Eligibility: Sweepstakes is open to U.S. residents except employees of Time Warner Interactive, its parent company, their affiliates, subsidiaries, advertising agencies, and Marden-Kane, Inc., and the immediate families of each. Sweepstakes is void wherever prohibited or restricted by law and is subject to all Federal, state and local laws and regulations. Winners list: For a list of major prize winners available after 10/1/95, send a self-addressed, stamped envelope to A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 712, Sayreville, NJ 08871-0712.
* Uniform includes team jacket, jersey and hat. ** Values based on MLBPA median autograph prices plus equipment cost.





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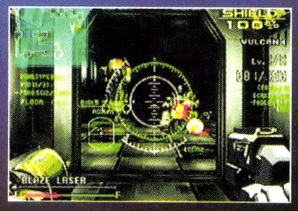


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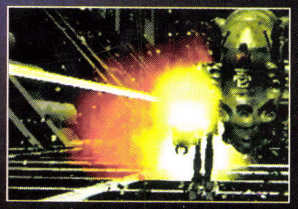


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